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# H A S B R O HEROES SOURCEBOOK





# H A S B R O HEROES SOURCEBOOK

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Special thanks to Hasbro's Derryl Depriest, David Erwin, Grant Gie, Ed Lane, Ben Montano, Beth Artale, Josh Feldman and Michael Kelly

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Hail, well met, and welcome back!

We've reached the end of the *Hasbro Heroes Sourcebook*, your guide to the characters and backstory of the recently unified Hasbro line! This issue will wrap up with the last part of the alphabet from Phenolo-Phi (also known as Space Glider) to the evil twins Zandar and Zarana!

As you're surely used to by now, within you'll find out lots of details, some known, some previously unrevealed about your favorite heroes and villains. And all done by top talent in the field and the people who are shepherding these books with love like John Barber, Aubrey Sitterson, Cullen Bunn, Guido Guidi, Robert Atkins, David Messina and more!

Also in this volume, you'll find the prelude to the next major Hasbro event, *First Strike*—a bi-weekly six-issue series headed to a comic shop near you this August! Featuring a bit more background about characters from the first 2 issues, including Garrison Kreiger, Blitzwing, Miles Mayhem, and General Joe Colton!

But wait, there's more! We have a layout of the Micronauts' ship, the Heliopolis, by Guido Guidi; and awesome papercraft projects of Rom and Optimus Prime by Kelly Blake!

Thanks for sticking with us to become even more informed on the goings-on of the universe and we hope you enjoy this last wild ride!

Best,  
David Mariotte  
Co-Editor



# PHENOLO-PHI

**Real name:** Phenolo-Phi

**Occupation:** Mercenary, smuggler

**Legal status:** Citizen of Microspace

**Place of birth:** Qwin Primary, Qwin System

**Marital status:** Single

**Known relatives:** Unnamed parents

**Group affiliation:** Micronauts

**Current base of operations:** The *Heliopolis*, warpcore starship

**First appearance (historical):** Space Gliders—1976 toyline

**First appearance (this continuity):** *Micronauts* (2016) #1

**History:** Phenolo-Phi grew up in a life of leisure before the civil war started. Her mother was a famous painter on Qwin Primary. Her paintings of celestial bodies and star systems were highly sought after on her home planet. Her father had been head of a group of scientists working on ways to improve the glider suits in the fight against the Ministry of Defense.

While her father instilled her with an inquisitive mind and the skills to tackle advanced technology projects, Phen's mother taught her that there were many things in life worth living for. War was not one of them.

The day the Ministry of Defense attacked Qwin, Phen and her parents were at her father's research station. They were being shown the latest prototype glider suit when the first explosions erupted. Phen watched, helpless, as the building came down. Her parents were caught in the downfall but Phen grabbed the glider and escaped moments before the entire building collapsed.

There is no love lost for her with either of the Ministries. Their petty squabbling at a time when Microspace needed unity cost her everything. She managed to get away from the Qwin System and had been living on the Lomaari Station when she met Oz, Acroyear, and Microtron. Oz tried to charm her into the group, insisting that she was the final piece their group needed. Luckily for him, she had no other plans and had been wanting to leave Lomaari anyway, because his charm needed a lot of work back then. And still does.

**Height:** 5'8" (Microspace Comparative)

**Weight:** 115 lbs (Microspace Comparative)

**Eyes:** Green

**Hair:** Light Brown and worn in a Mohawk with the sides shaved

**Strength level:** Phenolo possesses the average strength of a humanoid who engages in a rigorous amount of physical exercise. She is obsessed with staying fit at all times.

**Unusual powers:** Phenolo has an exceptional mastery over her glider suit, though it is unclear whether that is pure practice or the result of enerchange.

**Weapons:** The prototype glider suit she stole has many functions and abilities. It has the capability of limited life support allowing her to survive for a short period of time in space. The suit did not come with an instruction manual, she periodically discovers new abilities of the suit that she was unaware of.





# QUICK KICK

**Real name:** Gordon Hung

**Occupation:** Corporal E-4, Army

**Legal status:** Citizen of the United States of America

**Place of birth:** New York, New York

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #45

**First appearance (this continuity):** *G.I. Joe* (2013) #1

**History:** Born to immigrant parents in the Chinatown neighborhood of Flushing, Queens, Gordon Hung grew up enamored and obsessed with kung fu films. From a young age, he studied any and all martial arts that he could, from judo and jujitsu, to tae kwon do and karate and many more. It was during Hung's summer vacations, however, that his martial arts education really kicked into gear.

Each summer, while staying with his grandparents in the southern Chinese city of Guangzhou, Hung learned kung fu and wing chun from different revered masters, even traveling to Shaolin temples to learn hand-to-hand, as well as weapon-based combat from those legendary monks. It was his time studying with the Peking Opera, however, that led him to a new career.

Upon arriving in Los Angeles, Hung quickly became a much-desired stunt person, quickly finding work on countless Hollywood film and television productions. But still, while he enjoyed the work and loved having a chance to continue refining his considerable martial arts abilities, Hung still felt like there was something missing, like his skills were being wasted, so he was all ears when G.I. Joe came calling.

Not wanting to receive any special treatment by being placed directly into the G.I. Joe program, Hung chose to enlist in the United States Army. After quickly rising to the rank of Corporal, he was inducted into the G.I. Joe program as Quick Kick, becoming a crucial part of its public-facing team as its silent weapons expert.

Quick Kick occupies a unique position within G.I. Joe, choosing to handle threats not with the heavy firepower of his teammates, but with his hands, feet and an armory of traditional martial arts weapons. While his first priority is always the protection and defense of his country, his second is the further honing of his unbelievable abilities, as he is confident that he has only begun to scratch the surface of his potential as a martial artist.

**Height:** 5'7"

**Weight:** 160 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Quick Kick possesses the strength and endurance of an adult man far larger than his frame, one who engages in regular, intensive exercise and personal training.

**Unusual powers:** All members of G.I. Joe are experts in hand-to-hand combat, but Quick Kick is beyond all of them in his mastery of the martial arts. Having trained from childhood, he has an incredible ability to not only learn individual styles, but to take each one's best parts and integrate them into a new, dangerously effective whole.

**Weapons:** Quick Kick is proficient in all standard Army weaponry. He rarely, if ever, makes use of firearms, however, as he prefers to use, as he calls them, "more elegant" weapons. These are pulled from an ever-growing list of blades, staffs and more, which he has mastered as part of his ongoing martial arts studies.





# RED FALCON

**Real name:** Sancien Thall

**Occupation:** Advisor and Chief Strategist to the Emperor

**Legal status:** Deceased, former heir to the throne of Microspace

**Place of birth:** Throne World

**Marital status:** Single

**Known relatives:** The Emperor (father), Shazraella (ex-fiance)

**Group affiliation:** None

**Current base of operations:** Throne World

**First appearance (historical):** 1980 toyline

**First appearance (this continuity):** *Micronauts* (2016) #4

**History:** Sancien Thall hated the name he was born with. At an early age, he assumed the nickname of Red Falcon. Being the son of the Emperor meant that any decision he made was instantly accepted by society.

Red Falcon exhibited significant skill in fighting and military strategy at an early age. Because of his station in life, he was able to avoid spending time in the ranks of the soldiers on the battlefield. But he loved the action on the field and whenever possible he would personally lead soldiers into battle. This brought him a tremendous amount of respect from those within the military, even while it created a certain amount of discord between himself and Barons Karza and Daigon.

It was during one such campaign when he claims to have encountered some aspect of the Time Travelers. He communicated directly with them and began to see elements of the future, which he believed would lead him to greatness. Not just victory on the battlefield, but ultimately his ascension to the role of Emperor would bring about a new era of expansion and conquest.

Red Falcon was poised to have everything he could ever want in life. The woman of his dreams, Shazraella, loved him and would one day be not just his wife, but also his queen—sitting beside him as he took the mantle of Emperor. He only discovered that her feelings were faked when Baron Karza convinced Shazraella that Red Falcon had to die for the benefit of all of Microspace.

The death of Red Falcon was simply one more tool used by Baron Karza to oust the Emperor and claim power for himself.

**Height:** 5'10" (Microspace Comparative)

**Weight:** 185 lbs (Microspace Comparative)

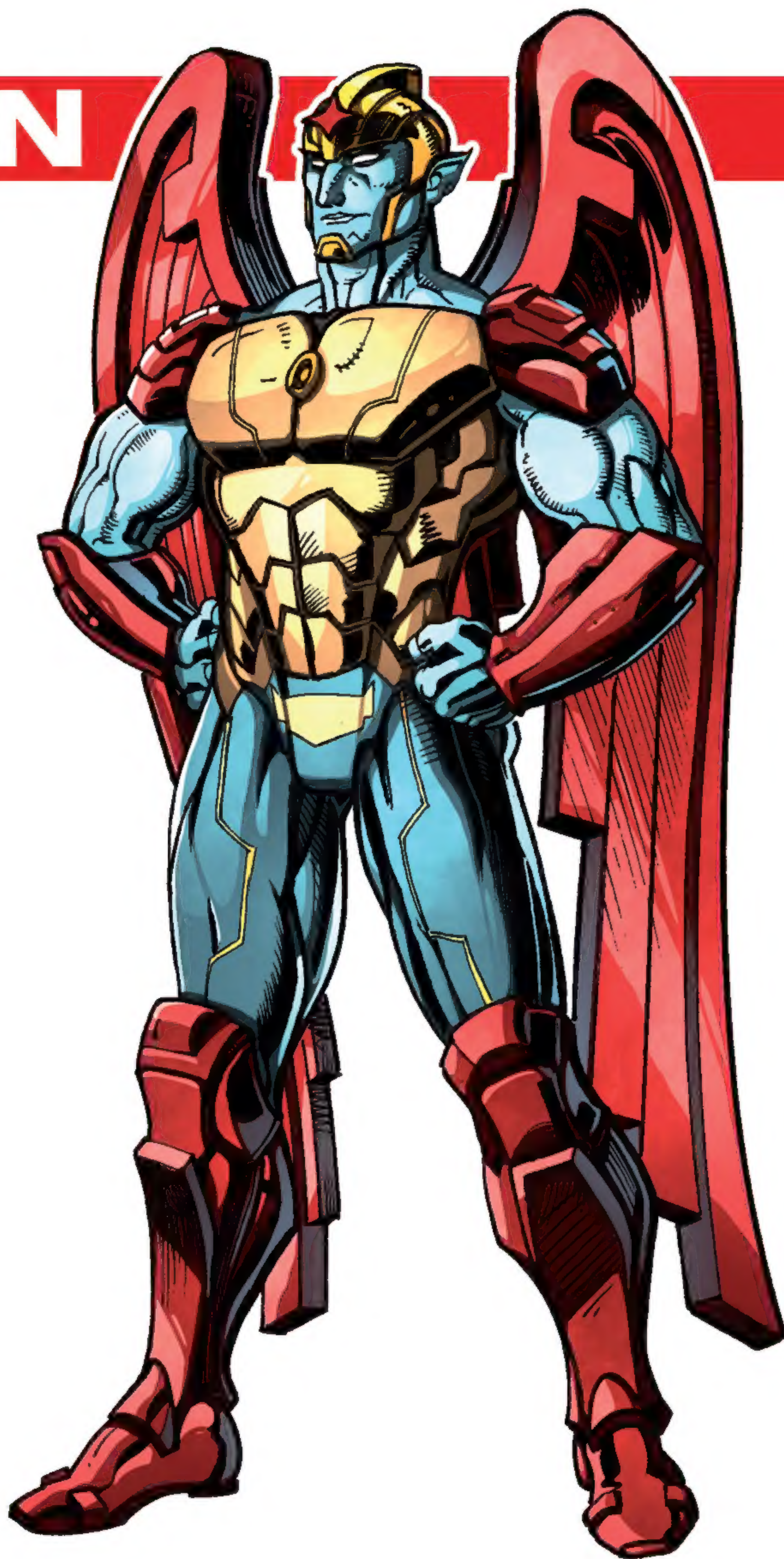
**Eyes:** White

**Hair:** None

**Strength level:** Red Falcon possesses the average strength of a humanoid who engages in a moderate amount of physical exercise.

**Unusual powers:** Red Falcon was a brilliant battlefield strategist, able to command on the field with unerring instincts and capable of countering enemy moves almost before they executed those moves.

While Red Falcon had the potential to energechange, he saw it as a path only used by the weak. The true potential of a leader or warrior is based on who and what they are. To energechange was to accept that you were not good enough and needed help.





# ROADBLOCK

**Real name:** Marvin F. Hinton

**Occupation:** Sergeant First Class, Army

**Legal status:** Citizen of the United States of America

**Place of birth:** Biloxi, Mississippi

**Marital status:** Single

**Known relatives:** Heavy Duty (cousin)

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #22

**First appearance (this continuity):** *G.I. Joe* (2011) #4

**History:** Growing up in Biloxi, Mississippi, Marvin F. Hinton—the man who would become Roadblock—dreamed of growing up to be a gourmet chef. Following an all-American upbringing, including membership in both the Boy Scouts and his local church choir, Hinton began working as a bouncer with the goal of attending a French culinary institute.

However, when an Army recruiter caught a glimpse of Hinton's massive frame, he convinced the young man to enlist as an Army cook, with the promise of eventual chef training. Though he never lost his love for the kitchen, Hinton also found a new passion: Heavy weapons.

Hinton quickly distinguished himself in the United States Army due not only to his massive size and strength—enabling him to carry and fire weapons that are normally considered stationary—but also his unwavering patriotism and commitment to the American dream. It was this potent combination that brought him to the attention of the G.I. Joe program.

While searching for his missing cousin Hershel Dalton (a.k.a. Heavy Duty), he stumbled upon G.I. Joe's secret base—The PIT. General Hawk recruited him on the spot and gave him the code name: Roadblock. Though the G.I. Joe team was tasked with varying directives, it was rare that a soldier of Roadblock's unique proportions and talents wasn't considered essential.

Now, with alien presences threatening the entire globe, Roadblock is more committed than ever to ensuring that first and foremost, the people of the United States of America remain safe and protected. And the best way to do achieve that goal? Roadblock firmly believes that it is a continued dedication to G.I. Joe, where he is one of the team's highest ranked and most respected members.

**Height:** 6'4"

**Weight:** 267 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Roadblock possesses a level of strength and endurance that is remarkable even for a man of his considerable size and physical condition.

**Unusual powers:** Like the rest of the G.I. Joe team, Roadblock possesses no special powers per se, but he is notable for his shocking strength. With a linebacker's frame, piled high with muscle, Roadblock's maximum lift and carrying capacity is prodigious, making him able to wield a fully loaded M2 Browning machine gun as if it was nothing more than a rifle.



Additionally, while not technically a "power," Roadblock's hulking frame belies an impressive acumen in the kitchen, as he is a trained gourmet chef.

**Weapons:** As a member of the United States Army with a primary MOS of Infantry Heavy Weapons, Roadblock is proficient in all standard military grade guns, rifles and knives. Additionally, he displays a particular fondness for the M2 Browning 50 cal heavy machine gun and is an expert in all other heavy machine guns, the M-16 and the M-1911A1 auto pistol.



# ROCK 'N' ROLL

**Real name:** Craig S. McConnel

**Occupation:** Sergeant First Class E-7, Army

**Legal status:** Citizen of the United States of America

**Place of birth:** Venice Beach, California

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #1

**First appearance (this continuity):** *G.I. Joe* (2009) #3

**History:** Born in the Venice Beach neighborhood of Los Angeles, Craig S. McConnel never really gave much thought to what he would do next. Instead, he concentrated on the here and now, lifting weights, surfing and bombing empty pools on his skateboard. After coasting through high school, he realized he'd need a career for himself, which is when he first picked up a bass guitar.

Reasoning that bands were always looking for a bassist, and it took up less space than drums, he taught himself to play and eventually joined up with several regional thrash metal bands. None of the groups amounted to much of anything, however, and McConnel's closest brush with fame came when he worked briefly as a roadie for a then-up-and-coming band known as the Holograms.

With his music career going nowhere, McConnel found himself looking for something new, something that would challenge him, something where he could actually do something good. One day, while working out at the beach, giving his fellow gym rats advice on their form and routines, he had a chance run-in with a vacationing Army general that would change his life.

It was General Joe Colton, who admonished McConnel for wasting his considerable potential, urging him to enlist in the United States Army. McConnel, inspired and intrigued by Colton's confidence, did just that, exchanging his axe for a pair of machine guns, held in his gym-toned arms. He excelled at infantry training as well as covert ops school and even found a way to put his weightlifting knowledge to good use as a physical training instructor.

Soon after rising to the rank of Sergeant First Class, McConnel was visited by Colton, who once again encouraged the soldier to push himself harder by joining the G.I. Joe program. Ready for a new challenge, he agreed, and was given the code name Rock 'N' Roll, as a nod not only to the pounding heavy metal he listens to, but that he carries into battle with him.

**Height:** 5'11"

**Weight:** 218 lbs

**Eyes:** Green

**Hair:** Blonde

**Strength level:** Rock 'N' Roll possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

**Unusual powers:** While he possesses no special or unique powers, Rock 'N' Roll is remarkable for his refusal to back down or give up. Though he might try to break the tension with a joke or even some gallows humor, Rock 'N' Roll doesn't stop until the mission is complete.

**Weapons:** Rock 'n Roll is proficient in all standard Army weaponry, but he displays a particular fondness for light and heavy machine guns, especially the M60.





# ROM

**Real name:** Rom K'atsema

**Occupation:** Solstar Order Spaceknight

**Legal status:** Citizen of Elonia

**Place of birth:** Elonia

**Marital status:** Single

**Known relatives:** Benna (mother, deceased), Shah (mother, deceased), Reyn (brother, deceased)

**Group affiliation:** The Solstar Order

**Current base of operations:** Northern California, USA, Earth

**First appearance (historical):** 1979 toyline

**First appearance (this continuity):** *Rom Free Comic Book Day 2016* #0

**History:** Growing up on a collective farm near the Thrail Mountain range on the planet Elonia 200 years ago as Earth measures time, young Rom lived in peace and happiness with his mothers, Benna and Shah, and his younger brother, Reyn. Elonia was a planet at peace, a peace further enforced by a technologically generated planet-wide shield that kept it safe from all errant space debris or visitors.

As a young man, Rom enrolled at the Elonia University of Arts and Sciences, where he studied geology. It was there that he befriended Fy-Laa, an alien exchange student from the planet Granzol-326 and Livia, who was similarly interested in geology and, soon, in Rom himself.

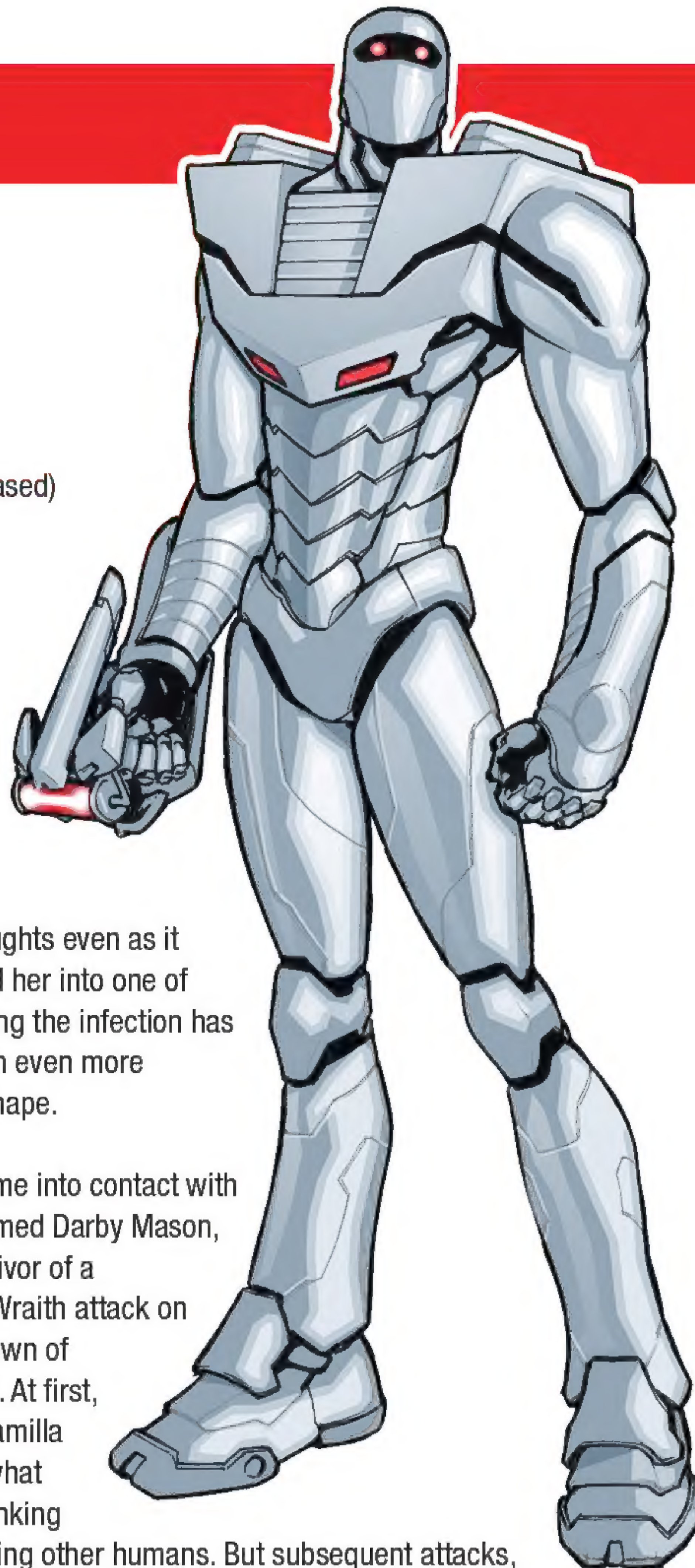
One day, while Rom, Fy-Laa and Livia were on a university geological study in the Thrail Mountains, a freak meteor shower somehow penetrated the planet's shield. And beyond the initial destruction caused by the meteor shower, Rom's brother Reyn unearthed one of the rocks, which detonated in a catastrophic blast that seemingly killed Reyn and his mothers. With the help of the Solstar Order officers, his mother, Shah, was discovered alive and offered medical treatment. Soon, she revealed herself to be a Dire Wraith, part of a force of alien shape-changers who had infiltrated Elonia with plans of conquest in mind, and escaped after attempting to kill Rom.

Vowing to avenge his family and to stop the monster masquerading as his mother, Rom joined the Solstar Order, and his two close friends followed suit. He, Livia, Fy-Laa, and other new recruits took instruction under experienced Knights like Diavod and Orphion. After months of training, and a budding relationship with Livia, Rom received his first post, guarding the Thrail Mineral Mine.

Unfortunately for the rookie team of Rom, Livia and Fy-Laa, Dire Wraiths ambushed them. With the help of a miraculous ore found in the mine—the actual goal of the invading Wraiths—the three were transformed into armor-clad beings with powers they had yet to realize. They stopped the Wraiths, including the one disguised as Rom's mother, and now found themselves trapped in their armor. Over time they learned that the armor responds to their mental commands but could never be removed. How they dealt with this is thus far unknown, but the Solstar Order mined the rest of the ore and used it to transform other recruits, from Elonia and beyond, into a cadre of space-faring Knights of the Solstar Order.

Leaving Elonia and an eternally glowing beacon in memory of his family, Rom proceeded to spend the next two centuries battling the Dire Wraith menace wherever he could with the help of his partner Fy-Laa. Recently, Rom appeared on Earth alone, taking his war against the Wraiths to our planet. The Wraiths Rom has come in contact with not only seemed prepared for his arrival but seemingly had far longer to prepare for his coming than made sense to Rom.

Rom was initially victorious but two humans caught in the crossfire were less lucky: a Wraith viciously slashed a human police officer, Camilla Byers, creating the Wraithmark, as Rom called it, which allows her to read the



Wraiths' thoughts even as it slowly turned her into one of them. Stopping the infection has left Camilla in even more precarious shape.

Rom also came into contact with a woman named Darby Mason, the sole survivor of a subsequent Wraith attack on the nearby town of Cooper's Mill. At first, Darby and Camilla questioned what they saw, thinking Rom was killing other humans. But subsequent attacks, including the Revolution incident, the creation of Axiom, and the arrival of Livia and Orphion on Earth have shown them the reality, that the Wraiths have infiltrated Earth at all levels, including the military. The fact that this killer "robot" from space is telling the truth is the most frightening thing of all.

**Height:** 7'2"

**Weight:** 900 lbs (in armor); 150 lbs (humanoid)

**Eyes (humanoid):** Black with red pupils

**Eyes (in armor):** Red

**Hair:** Black

**Strength level:** Rom's metal suit greatly enhances his life support, longevity, strength and stamina but its upper levels are thus-far unknown.

**Unusual powers:** Rom's metal suit possesses the power of interstellar travel, seemingly endless life support, and the ability to mentally morph the metal into handheld weapons and scanners that allow him to determine if any living thing is secretly a Wraith. Trained as a soldier in a war that stretches over centuries, Rom has great military acumen and battle-honed decision-making.

**Weapons:** Rom's outer wrist gauntlets house his Wraith-detecting Energy Analyzer. Rom can also morph his armor into his Neutralizer, a weapon of immense power. The weapon seems keyed to Rom's life force, because the more he uses the weapon's most powerful settings, the more it weakens him overall. His armor is also equipped with a built-in Translator that converts his language to others'.



# TERRENCE SALMONS

**Real name:** Terrence Salmons

**Occupation:** Field Agent, Action Man Programme

**Legal status:** Citizen of the United Kingdom

**Place of birth:** London, England

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** Action Man Programme, a sub-directorate of the British Secret Intelligence Service

**Current base of operations:** SIS Headquarters, London

**First appearance:** *Action Man* (2016) #1

**History:** Born in London, England, Terrance Salmons excelled in school. He joined the Secret Intelligence Service after graduating at the top of his class at Imperial College London. He served as an MI6 agent for four years before evidently turning sides and joining the clandestine spy organization Triple-I.

Salmons spent a year in the service of the organization, eventually gaining the trust of its leader, Donald Finkleberg. During the Schrödinger's Box Affair, Salmons revealed his loyalty to Triple-I was a ruse, and he was in fact operating under cover for MI6. Salmons personally apprehended Finkleberg and Professor Peter Anthony Morris. This daring escapade attracted the attention of Director Pauline Bestley, head of the Action Man Programme, an elite unit within the SIS.

Bestley recruited Salmons as a field agent and presumptive next-in-line for the role of Action Man. Working alongside Agent Mercy Gale, head of intelligence for the AMP, Salmons became good friends with Action Man Michael Brogan. When Brogan died saving the Earth from an antimatter reactor stolen by Doctor X, young Ian Noble was revealed to be the sole survivor of this world-saving mission, which forced Bestley's hand. Noble was promoted to Action Man status ahead of Salmons.

Salmons made no secret that he believed the appointment was due at least in part to racism, choosing a white Action Man over Salmons. Nevertheless, Salmons was assigned to back up Ian, and to continue his training—an assignment Salmons bristled at. When Noble learned there was a traitor within the AMP, Salmons' (frankly legitimate) frustration caused Noble to erroneously suspect Salmons.

Noble discovered the location of Doctor X's covert laboratory, the Chateau, and attempted to infiltrate the base, but was quickly discovered. Salmons and Gale moved to rescue Noble, but by the time they made it through the Chateau's defenses, Ian had neutralized the threat—and uncovered a clue that pointed suspicion towards Agent Gale, who revealed herself as Doctor X and shot Salmons in the head.

Salmons fell several stories into a snow bank, which covered the fact that he had reacted quickly enough to cause the bullet to only graze his head. He soon recovered quickly, and was spotted by Noble—then being forced to pilot a VTOL at gunpoint by Doctor X. Noble flew low enough for Salmons to grab hold, and Salmons got the drop on Doctor X. Doctor X escaped, but Salmons and Noble survived, returning to active duty.

Responding to a distress beacon set off by former British agent Big Ben, Salmons piloted a VTOL to Mt. Olympus in Greece, where Action Man found Big Ben near death amid a cache of unstable Ore-13—the synthetic element used as fuel by Cybertronians. The cache exploded, setting off a chain of events codenamed Revolution.



Salmons later hacked into security cameras to learn a United States covert team (M.A.S.K.) was operating in Greece and had captured a Cybertronian (Kup). Using that intel, Action Man rescued Kup and helped save the world.

Salmons was acting as Action Man and Kup's backup when Action Man attempted to recover the ancient Cybertronian artifact called the Talisman from Verenya, Schleteva. Action Man vanished, and Salmons and his team recovered thousands of civilians (as well as a G.I. Joe squad) who had been mutated by the Talisman.

**Height:** 6'3"

**Weight:** 215 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Salmons' strength and agility are at or near the top of the scale for a human male of his age and build.

**Unusual powers:** Salmons operates within normal human parameters, but is highly skilled in many forms of combat.

**Weapons:** He is highly trained in all NATO weapons, as well as many classified SIS weapons and gear.



# SCARLETT

**Real name:** Shana M. O'Hara

**Occupation:** Master Sergeant, Army

**Legal status:** Citizen of the United States of America

**Place of birth:** Atlanta, Georgia

**Marital status:** Single

**Known relatives:** Father and three brothers

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #1

**First appearance (this continuity):** *G.I. Joe* (2009) #1

**History:** Growing up in a house full of military men, including her father and three brothers, Scarlett was trained in combat from a young age, earning her first black belt as a teenager. Her fists and feet weren't the only formidable thing about Scarlett, however, as she graduated college Summa Cum Laude before passing the Bar exams without even attending law school.

Rather than practicing law, however, Scarlett moved into a profession that would allow her to put both her mind and her impressive martial capabilities to use: A career in the United States military. With time logged in Advanced Infantry Training, Ranger School, Covert Ops School, Marine Sniper School, Special Air Service School and the Marine Tae Kwon Do Symposium, Scarlett only became more formidable.

With such an exquisite, multi-faceted background, it should come as no surprise that the country's most elite and secretive fighting force came calling for Scarlett. Along with a small, select group, including Duke, Snake Eyes and Roadblock, Scarlett was handpicked by General Hawk to join G.I. Joe.

As a member of this covert team, Scarlett steadily rose through the ranks, earning the respect and allegiance of her teammates in the process. In the midst of budget cutbacks, souring public opinion and bureaucratic malfeasance, Scarlett maintained a steady hand on the rudder, guiding G.I. Joe through countless battles against the terrorist organization known as Cobra.

Now, with Cobra defeated and dismantled, Scarlett, under the guidance of her mentor, General Joe Colton, must turn her gaze to another threat: That of the numerous alien entities that have decided to make their home on Earth. With her home planet becoming increasingly overrun by Cybertronians, Scarlett recognizes that G.I. Joe, and their mission to protect humanity, is more important than ever.

**Height:** 5'10"

**Weight:** 150 lbs

**Eyes:** Green

**Hair:** Red

**Strength level:** Scarlett possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

**Unusual powers:** Like the rest of the G.I. Joe team, Scarlett possesses no special powers, but what she does boast is an absolutely stunning mind for combat. Scarlett cannot only devise all-encompassing strategic plans, but she is capable of revising them on the fly with up-to-the-minute tactical considerations.

While Scarlett's most dangerous ability is her razor-sharp mental acuity, she, like all members of G.I. Joe, is also a highly trained field combatant.



**Weapons:** As a member of the United States Army, Scarlett is proficient in all standard military grade guns, rifles and knives, and has also received specialized sniper training, as well as possessing an extensive background in hybridized martial arts. Her weapon of choice, however, is the XK-1 power crossbow and its specialized bolts.



# SGT. SAVAGE

**Real name:** Robert Steven Savage

**Occupation:** Master Sergeant, Army

**Legal status:** Citizen of the United States, declared dead

**Place of birth:** Albany, New York

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** Screaming Eagles, a special unit of the U.S. Army

**Current base of operations:** Unknown

**First appearance (historical):** *Sgt. Savage vs. General Blitz* #1

**First appearance (this continuity):** *Revolutionaries* #3

**History:** Like every red-blooded American boy of his generation, Robert Savage joined the Army after the attack on Pearl Harbor. Savage was deployed to the European theater, where an advance recon mission in Galibi turned into a near disaster when a German battalion happened upon Pvt. Savage's squad. Most of the unit was killed, but Savage rescued three of his compatriots, carrying two wounded soldiers nearly 60 miles to safety.

Savage's heroism and quick-thinking—in addition to his suitably-heroic family name—led the Army to build a special unit around Savage (now promoted to Master Sergeant). Savage became a celebrity soldier and was encouraged to travel across the U.S. stumping for War Bonds. Instead, Savage used his newfound clout to get his squad—the Screaming Eagles—in the most dangerous combat situations in Europe and the Pacific. Additionally, after an encounter with an African-American private named Darren Filbert (a.k.a. Grill), the Screaming Eagles became the first racially integrated squad in the U.S. Army.

In 1943, the Eagles were joined by Second Lieutenant Garrison Kreiger (a.k.a. Blitz). Together, they encountered impossibly advanced robotic soldiers outfitted in German Army gear. Kreiger and Savage pursued the origins of the IRON Troopers (as Kreiger dubbed them), eventually discovering a cadre of Cybertronian descendants had been stranded on Earth during the last Ice Age.

Kreiger and Savage teamed with a surviving Cybertronian—who came to be called Centurion—to locate his spacecraft *Axalon*. Under siege by IRON Troopers, the *Axalon* vanished (via unknown means) taking Savage with it. Savage had difficulty making sense of what he subsequently experienced, existing outside of our universe—and our perceptions of time—until he was pulled back into reality by Kreiger in 1994, 50 years later, Earth time.

Kreiger had discovered an ancient object he called the Talisman, and had used the Adventure Team member Mike Power (a.k.a. Atomic Man) to manipulate the energy of the Talisman, causing the return of the *Axalon*. The Adventure Team arrived too late to prevent Kreiger from (evidently) killing Atomic Man, and instead found Savage—the childhood hero of Team leader Joe Colton. Savage was stranded in a strange, new, extreme era.

Ever a hero, Savage took to his new home, battling against ninja and ecological terrorists for the remainder of the 1990s. He flew a P-40 Warhawk modified by a now-elderly Darren Filbert on many missions, eventually encountering the earliest version of General Hawk's G.I. Joe team, who were wrangling an escaped Cybertronian near Mount St. Helens. In reality, Savage had been lured to the location by a coalition of Kreiger, Colton, and Skywatch's Joshua Red, who threw Savage into a teleportation device hooked into the Talisman, in an effort to prove



Kreiger's theory that the Talisman could be used as an offensive weapon against the Cybertronians.

Savage again vanished in time, and was next recovered by the Revolutionaries in the present day. Now Savage faces an uncertain future in another new era.

**Height:** 6'1"

**Weight:** 215 lbs

**Eyes:** Blue

**Hair:** Brown

**Strength level:** Savage possesses exceptional strength and endurance for human male of his biological age and build.

**Unusual powers:** Savage operates within normal human parameters, but is highly skilled in many forms of combat.

**Weapons:** Savage is an expert in WWII and 1990s Army weapons. He is also a skilled pilot, though he prefers vintage aircraft.



# SHAZRAELLA

**Real name:** Shazraella

**Occupation:** Mistress of Spies

**Legal status:** Citizen of Microspace, Ruling Class

**Place of birth:** Rendak-2, Raju sector

**Marital status:** Married

**Known relatives:** Baron Karza (husband), Larissa Karza (daughter),  
Red Falcon (ex-fiance, deceased)

**Group affiliation:** Ministry of Defense, Shadow Cabinet

**Current base of operations:** Vaeris, Imperial Hiveworld, Wyvern Cluster;  
Mobile Ministry of Defense Outpost

**First appearance:** *Micronauts* (2016) #1

**History:** Shazraella discovered early in life that she had a unique skill set. She left Rendak-2 because she didn't fit in with the easy-going farming lifestyle that dominated the planet. In her teenage years she began working with the Shadow Cabinet, the spy organization within the Ministry of Defense. After two years, she had risen to become the Mistress of Spies, the highest position within the Shadow Cabinet. Mysterious deaths occurred around her paving the way for her rise as the Emperor took notice of her.

Her aspirations and desire for power led her not only to the Hiveworld as Mistress of Spies, but she also became betrothed to Red Falcon, the son of the Emperor. She already had an extensive spy network, but she was well on her way to becoming the most powerful woman in Microspace. Their wedding would be an event everyone would pay attention to and it would secure her place as future Queen of Microspace.

And then Baron Karza came into her life. He was unapologetic with the way he would wield power, and for the first time in her life, she was presented with a problem she couldn't work her way out of easily. The two of them became secret lovers because breaking off the engagement with Red Falcon would destroy any potential rise in power outside of the shadows. While she loved her life in the shadows, she longed for the day she could bask in the glory and adoration that came with Royal power.

Eventually the rivalry between Baron Karza and Red Falcon grew to become such a problem that Karza decided Red Falcon had to be dealt with. Shazraella agreed, and she and her lover devised a plan to kill Red Falcon. It was Shazraella herself who poisoned the Emperor's son. Shazraella received an unexpected boon from this. She was elevated to a temporarily higher status as the woman who would have been princess. More importantly though, she was now free to openly spend time with Baron Karza. Eventually, the two were married.

The death of Red Falcon had an even larger impact on her life than expected. His death brought about a grief-fueled madness in the Emperor. When the Entropy Storm began raging across Microspace, Karza realized the time to act was at hand. For the benefit of all Microspace, he needed to remove the Emperor from power. Shazraella helped him and reached the position she had longed for.

For now she is content to share the power with her husband.



**Height:** 5'7" (Microspace Comparative)

**Weight:** 125 lbs (Microspace Comparative)

**Eyes:** Blue

**Hair:** Black

**Strength level:** Shazraella possesses the average strength of a humanoid who engages in a moderate amount of physical exercise.

**Unusual powers:** She has displayed some ability to enechange in unique ways, using her mastery of her own body to create poisons from her own blood.

**Weapons:** As she prefers not to get her hands dirty, Shazraella controls an extensive spy network throughout Microspace that she uses to achieve anything she desires. They answer solely to her, a situation that sometimes causes discord between her and Baron Karza.

However, when pressed, she has proven skillful with bladed weapons.



# BRUNO SHEPPARD

**Real name:** Bruno Sheppard

**Occupation:** Demolitions expert, mercenary, adventurer

**Legal status:** Citizen of the United States of America

**Place of birth:** Brooklyn, New York

**Marital status:** Single

**Known relatives:** Unnamed parents

**Group affiliation:** Founding member of M.A.S.K., current member of V.E.N.O.M.

**Current base of operations:** Mobile

**First appearance (historical):** *M.A.S.K.* episode “The Chinese Scorpion”

**First appearance (this continuity):** *M.A.S.K. Revolution* one-shot

**History:** Bruno was raised in one of the toughest neighborhoods in Brooklyn and earned a reputation for being one of the best street fighters in all of NYC. The status of Bruno’s mother is unknown (he occasionally speaks of his mother’s uncommon toughness), however, Bruno’s father was a small-time crook who respected his son’s street cred, but didn’t want him to engage in a life of crime so he enrolled Bruno in a boarding school away from the negative elements.

With no distractions from the streets, Bruno excelled in a variety of disciplines, but realized he had a gift for mechanical engineering. Bruno could look at a machine and tell you the best ways to fix and/or destroy it within a couple of seconds. Bruno’s life appeared to be on an upswing until he got into a fight with an irritating classmate—the son of a wealthy family—seriously injuring the boy.

Kicked out of the boarding school, Bruno returned to the old neighborhood and was immediately rejected by his father who believed Bruno was nothing more than a loser who has ruined the one opportunity he had to escape poverty. Now homeless, Bruno engaged in underground pit fighting to earn a living. While he was successful, racking up countless wins, the constant barrage of concussions and other injuries dampened Bruno’s intellect—leaving only a mean streak and a desire to destroy things.

Bruno was recruited by mob bosses to serve as hired muscle, but impressed them with his knowledge of explosives and weapons. Eventually, Bruno was hired by a group of weapons traffickers on General Manheim’s payroll who introduced him to Manheim. Manheim liked Bruno’s attitude and skills; sponsoring the young man through an elite mercenary unit overseas before pulling Bruno into the M.A.S.K. training program.

During the latter days of the M.A.S.K. program, Bruno was critically injured in an explosion while testing the RHINO vehicle. Suffering severe burns and other internal injuries, Bruno’s body was melded with cybernetic technology.

Despite his rough-and-tumble demeanor, Bruno is a kind and well-meaning person at his core. The tragic events of his life have soured him and it takes remarkable acts of loyalty before he begins to trust his peers.

**Height:** 6’1”

**Weight:** 225 lbs

**Eyes:** Brown

**Hair:** Reddish-Brown

**Strength level:** Before the accident, Bruno possessed above-average strength and stamina based on his years of street fighting and mercenary training. After the accident, Bruno’s body was enhanced with a variety of cybernetic attachments and grafts—giving him increased strength, speed, agility and endurance far beyond the limits of ordinary human beings.

**Unusual powers:** Like all members of Mobile Armored Strike Kommand, Bruno was granted a measure of “technopathy” (the ability to control and



interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. “masks”). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

**Weapons:** Bruno’s mask projects a beam of plasma that can reach temperatures of over 2000 degrees Fahrenheit. With his body’s metallic enhancements, Bruno is the only person who can properly utilize the Thunderflame mask because of the heat waste. The Thunderflame mask is extremely deadly and makes Bruno one of the most dangerous members of V.E.N.O.M.

Bruno pilots a futuristic semi-tractor trailer that converts into a mobile command center. The truck is a highly armored vehicle resistant to most terrestrial weapons. The truck mode has a stealth option that consumes power but can help them escape dangerous situations. The truck has crew quarters and a weapons arsenal and can operate without refueling for months at a time. The command center mode is heavily armored and has a medical bay, a communications center and a launch section for surface-to-air and surface-to-surface missiles.



# SHIPWRECK

**Real name:** Hector X. Delgado

**Occupation:** Senior Chief Petty Officer E-8, U.S. Navy

**Legal status:** Citizen of the United States of America

**Place of birth:** San Diego, California

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #40

**First appearance (this continuity):** *G.I. Joe* (2009) #1

**History:** The San Diego Naval Base was always in the background for Hector X. Delgado as he grew up. But by the time he became a teenager, the United States Navy had moved to the front of his mind. Growing up in the system, bouncing from foster family to foster family, Delgado watched as many of his friends went down dark paths, giving into the temptation of drugs and crime. Delgado wanted something better, he wanted to work on the gleaming, beautiful ships he saw every day of his life.

So at the age of 16, Delgado hatched a plan. He forged the necessary documents, he lied about his age, he went down to the recruiting center and he enlisted in the Navy. Despite his young age, Delgado excelled under the structure that the Navy gave him, and by the time his ruse was discovered, his commanding officer believed he was too valuable to simply cast away. So the two made a deal: His CO would keep quiet if Delgado would agree to live up to his potential as a Navy SEAL.

Training for the elite division is notoriously arduous, but Delgado wasn't deterred, eventually emerging as one of the most devastatingly effective Navy SEALs in recent memory. Delgado was sent to only the most dangerous locales, distinguishing himself in skirmishes with terrorists, pirates and more. It was during this time that, while seeing more of the world around him, Delgado became enamored with the oceans themselves and the diverse, wonderful assortment of life they contained.

After years as a Navy SEAL, with no sign of slowing down, Delgado's original CO came to him with another opportunity. A high-ranking general was putting together a new military unit to deal with the most pressing, dangerous threats in the world, and Delgado fit their requirements to a T. He accepted the assignment, and was inducted into G.I. Joe, where he took on the codename Shipwreck.

In the wake of the events of Revolution, the G.I. Joe team has gone through massive changes. They're now an international organization, and use as their base the Decepticon ship, the *Nemesis*. Shipwreck, with his naval experience, has been placed in charge of the now stationary vessel and its renovations. Having rechristened it as *Lemuria*, Shipwreck handles the day-to-day running of the facility, while also paying special attention to the mess hall's new environmentally friendly menu.

**Height:** 6'3"

**Weight:** 285 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Shipwreck possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

**Unusual powers:** Shipwreck possesses no special powers or abilities, but he does display a type of preternatural connection with his companion animal, the parrot Polly.

**Weapons:** Shipwreck is proficient in all standard Navy weaponry and unarmed combat, as well as his favorite weapon, a weighted grappling hook.





# SKYWARP

**Real name:** Skywarp

**Occupation:** G.I. Joe agent

**Legal status:** Citizen of Cybertron with a criminal record

**Place of birth:** Unknown region of Cybertron

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** G.I. Joe; former Decepticon Seeker

**Current base of operations:** *Lemuria*

**First appearance (historical):** *Transformers* (1984) #1

**First appearance (this continuity):** *Transformers: Infiltration* #3

**History:** One of Megatron's earliest recruits to the Decepticon cause, Skywarp was among the first three "Seekers"—fliers who chose to adopt identical aircraft modes. Unlike Starscream (the Seeker's leader), Skywarp and Thundercracker possessed "Outlier" (extraordinary) abilities. Skywarp's were the most pronounced, allowing him to teleport himself and others over considerable distances.

Skywarp was part of Starscream's infiltration unit, sent to Earth in search of Ore-13—and Skywarp was blasted (non-fatally) by Megatron when the Decepticon leader arrived unannounced and Skywarp inadvertently bombed him. But Skywarp remained a key Decepticon player through Megatron's conquest of Earth. When he learned Thundercracker had prevented a nuclear device from destroying New York, Skywarp shot his fellow seeker in the face and left him for dead.

Following Megatron's defeat, Skywarp embarked on a mission of his own design, hoarding weapons for what he assumed would be an eventual Decepticon counterattack. But his plan was foiled by Bumblebee, and Skywarp rejoined his fellow Decepticons off-planet. Eventually, they all made their way back to Cybertron to become part of the so-called Deceptigod, a combined form of all Decepticons controlled by an extra-dimensional entity.

With the threat defeated, Cybertron reverted to a primordial form and the Decepticons were arrested. The war was over, and Skywarp was among those imprisoned in the newly-rebuilt city of Iacon. While his Autobot captors believed his teleportation abilities were prevented by an Inhibitor chip, in reality a Decepticon cabal (including Soundwave) had removed the chip. Skywarp operated as a scout, preparing for Megatron's return. Skywarp was complicit in Soundwave's execution of the Decepticon Horri-Bull, which most Decepticons continue to believe was the result of an action perpetrated by Bumblebee. Eventually Skywarp was captured (while attempting to assassinate Bumblebee) by Prowl.

When Megatron returned and the Decepticons were defeated again, Skywarp was gravely injured by Arcee. He was cast into the wilderness with the rest of the Decepticons, but his injuries began to cause his teleportation abilities to malfunction, making him semi-tangible—ghost-like. This condition was exasperated when he used his abilities to help a coalition of Autobots and Decepticons stop Shockwave from destroying the universe.

Believing Galvatron and Soundwave would help him, Skywarp joined the new Decepticon group that forged an agreement with the Earth's government. Skywarp was mostly used as a teleportation device, as Galvatron strung him along—eventually revealing that he was only planning to conquer the Earth, anyway. Trusting his fate to the humans, a frustrated Skywarp helped Cybertronian sleeper agent Garrison Blackrock escape.



Skywarp was brought into the newly-reorganized G.I. Joe team, who reverse-engineered his weapons and finally cured his teleportation problem—by removing it entirely. No longer able to teleport, Skywarp serves as a member of G.I. Joe aboard Galvatron's former ship, now called the *Lemuria*.

**Height:** 30'

**Weight:** 10 tons

**Eyes:** Red

**Hair:** None

**Strength level:** Skywarp possesses above-average strength and endurance compared to other Cybertronians of his stature.

**Unusual powers:** Skywarp is an Outlier, and had an innate ability to transmit matter (himself or others) instantaneously. The precise distance Skywarp could teleport has not been concretely established, though interplanetary travel (even within the same star system) is far outside his ability. After sustaining an injury, this ability began to kill Skywarp, and was eventually excised by G.I. Joe scientists.

Additionally, Skywarp possesses the normal Cybertronian ability to change forms between "robot" and "alt-mode." His typical alt-mode is a trans-atmospheric jet. The specific design typically matches that of the other Seekers.

**Weapons:** Skywarp typically relies on his built-in arm blasters, but is a skilled marksman with other Cybertronian weapons.



# Snake Eyes

**Real name:** Classified

**Occupation:** Classified

**Legal status:** Citizen of the United States of America

**Place of birth:** Classified

**Marital status:** Single

**Known relatives:** Classified

**Group affiliation:** G.I. Joe

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1982) #1

**First appearance (this continuity):** *G.I. Joe* (2009) #1

**History:** Very little is known about the man called Snake Eyes, except for the fact that he is extremely dangerous, perhaps the most formidable individual combatant on the G.I. Joe team.

Snake Eyes' past is shrouded in mystery, with what little we know about him coming to light after he was welcomed into the G.I. Joe team. The sole survivor of an explosion at a plastic surgery clinic, Snake Eyes was rescued from a North Las Vegas hospital by Scarlett and Duke. After the blast, Snake Eyes' considerable abilities were intact, but his face and hands were severely damaged and he was left completely mute.

Following his rescue by G.I. Joe, Snake Eyes became an indispensable member of the team, however, not one without his peccadillos. He exhibited a tendency to go AWOL, both in pursuit of G.I. Joe targets, such as Cobra, as well as more personal missions relating to his mysterious background.

The specifics of that background, while still largely unknown, appear to be tied up with the infamous Arashikage ninja clan, with whom Snake Eyes has seemingly trained. Though it remains unclear the exact nature of his relationship with the Arashikage, Snake Eyes has exhibited a strong bond and a shared history with the Cobra operative known as Storm Shadow.

**Height:** 6'0"

**Weight:** 205 lbs

**Eyes:** Blue

**Hair:** Blonde

**Strength level:** Snake Eyes possesses a level of strength and endurance that is commensurate with a highly trained individual that partakes in regular, extreme exercise and physical training.

**Unusual powers:** In addition to the extensive military field training that all G.I. Joe commandos have received, Snake Eyes is also a highly trained martial artist, exhibiting mastery in an unknown number of styles and fighting systems, as well as the stealth typically associated with practitioners of ninjutsu.

**Weapons:** While he possesses considerable abilities in hand-to-hand combat, Snake Eyes is equally adept with weapons, including all NATO and Warsaw Pact small arms, explosives and, most notably, his katana and spike-knuckled trench knives.





# SOUNDWAVE

**Real name:** Soundwave

**Occupation:** Missionary

**Legal status:** Citizen of Cybertron

**Place of birth:** Unknown region of Cybertron

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** Decepticon; ally of Optimus Prime's Autobots; leader of his "cassettes"

**Current base of operations:** *Sanctuary Station*, near Jupiter

**First appearance (historical):** *Transformers* (1984) #1

**First appearance (this continuity):** *Transformers: Stormbringer* #1

**History:** Soundwave was discovered, disorientated by his enhanced senses, in the slums of the Dead End by the animalistic Cybertronians Ravage, Buzzsaw, and Laserbeak. Ravage helped Soundwave come to grips with these abilities, which attracted the attention of Senator Ratbat.

The senator's Functionist policies, which discriminated against Cybertronians based on their forms, repulsed Soundwave—but through the senator, he met a kindred spirit seeking equality: Megatron, leader of the Decepticons.

With Soundwave at his side, Megatron overthrew the corrupt Cybertronian government—then turned to conquer the planet himself. While Soundwave would agree that many of Megatron's violent policies—including the invasion of Earth, which led to the deaths of nearly a billion people—were overzealous, he believed organic life was inherently inferior and their deaths were necessary compromises in pursuit of the goal for Cybertronian equality.

After Megatron's defeat against Optimus Prime's Autobots, Soundwave was disgusted by his mentor's ultimate decision to join the Autobots. Soundwave teamed with a charismatic despot called Galvatron to form a new Decepticon group and build Sanctuary Station near Jupiter, working with the governments of Earth. Unfortunately, Galvatron only wanted to conquer the planet, and the whole endeavor quickly fell apart, leaving Optimus Prime to pick up the pieces and annex the Earth into Cybertron's Council of Worlds.

Optimus Prime blackmailed Soundwave into joining his cause, using information that Soundwave had recently killed a Decepticon to keep a conspiracy secret—an event unknown to most Decepticons. But while defeating Galvatron, Soundwave realized organic life was not that dissimilar from mechanical—and turned over a new leaf, willingly working with Optimus to make reparations for past actions.

**Height:** 32'

**Weight:** 14 tons

**Eyes:** Red

**Hair:** None

**Strength level:** Soundwave possesses above-average strength and endurance compared to other Cybertronians of his stature.

**Unusual powers:** Soundwave possesses the normal Cybertronian ability to change forms between "robot" and "alt-mode." His current alt-mode is that of a Cybertronian tank, though previous ones have demonstrated an ability to mass-shift and dramatically reduce his size and weight.

Additionally, Soundwave has the "Outlier" (i.e., atypical) ability of enhanced sensory perception. He is able to detect sounds, sights,

smells, and transmissions far beyond that of "normal" Cybertronians. This often is experienced as a form of synesthesia. He is able to manipulate transmissions within the audio and electromagnetic spectra. At his ability's limits, Soundwave is able to detect electrical impulses within Cybertronian and human brains, resulting in limited telepathy—though it has not been shown that he can affect others' thoughts in this manner.

Further, Soundwave has the somewhat unusual ability to store multiple smaller Cybertronians in his chest as "cassettes," as well as the ability to fly.

**Weapons:** Soundwave is well-versed in Cybertronian small arms, and often makes use of an over-the-shoulder missile launcher.





# SPECTRUM

**Real name:** Matthew Trakker

**Occupation:** Engineer, adventurer

**Legal status:** Citizen of the United States of America

**Place of birth:** Long Island, New York

**Marital status:** Single

**Known relatives:** Cornelius Trakker (Father, deceased), Alessandra Trakker (Mother)

**Group affiliation:** Founding member and current leader of M.A.S.K.

**Current base of operations:** Miami, Florida

**First appearance (historical):** *M.A.S.K.* episode "The Deathstone"

**First appearance (this continuity):** *M.A.S.K. Revolution* one-shot

**History:** Matt was born the only child of Cornelius and Alessandra Trakker and spent the early years of his life in relative bliss despite the fact that his father was often away for months doing research for the U.S. government.

Matt adored his father and patterned his life around everything Cornelius did. The family was overjoyed when they determined that Matt was a genius-level engineer and physicist by the age of ten. Because Cornelius was away for much of the year, Matt decided to build an array of droids, filters and electronic scanners within the Trakker home to assist his mother who ran her own marketing company.

However, things took a dark turn when Cornelius was mysteriously murdered. Matt took the death of his father exceptionally hard and became withdrawn. His teachers and peers noticed the shift in his attitude and behavior and tried to get him to seek therapy but he rejected it, preferring to deal with the loss in his own way.

Soon, Matt began spending his nights on the town and became enamored with illegal street racing. With his aptitude in engineering, Matt enhanced his cars and tampered with the traffic monitoring systems of various cities so that he would gain a competitive edge. Matt quickly developed a reputation as the most "daring and beautiful engineer" anyone had ever seen.

As Matt competed on the street racing circuit internationally, he became aware of economic and environmental injustice and worked to even the odds for the underprivileged and downtrodden. He practiced a kind of guerilla engineering with a Robin Hood twist—Matt would illegally fix city infrastructure, electrical systems, water purification assemblies and other necessities in favor of those who needed services the most.

Eventually, Matt was placed on a number of most wanted lists and was on the run for years. His mother Alessandra reached out to Miles Manheim, an old family friend, to see if he could pull any strings to keep Matt out of trouble. At the time, Miles was carefully constructing a team of pilots for Project Spectrum—the technological training unit that would soon give rise to Mobile Armored Strike Kommand.

With no alternative other than a lengthy prison stint, Matt reluctantly joined the M.A.S.K. team. Although Matt had no desire to participate in the program, his admiration and respect for Miles made the decision much easier. After the death of Cornelius, Miles visited the family and comforted Alessandra with the promise that he would finish the work Cornelius started regardless of the cost or manpower. Matt always remembered Miles' kindness and held the man in high esteem.

Despite his intelligence, good looks, natural charisma and

popularity, Matt is wracked with crippling insecurity, guilt and self-doubt. On some level, Matt has always felt horrible about not living up to the standard of his father and knows that he's letting his parents down. When thrust into the leadership position of M.A.S.K., Matt will be forced to learn and grow quickly into a commander capable of inspiring his team to trust each other and save lives.

**Height:** 6'1"

**Weight:** 195 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Matt possesses near Olympic levels of strength, dexterity and agility. His years of street racing have sharpened his senses and reflexes and his devotion to physical training has pushed Matt's physiology to peak condition.

**Unusual powers:** Like all members of Mobile Armored Strike Kommand, Matt was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

**Weapons:** Matt's mask can project intense beams of concussive electromagnetic force energy, burning heat and manipulate various aspects of the electromagnetic band (from infra-red to ultraviolet). Matt's mask allows him to see and analyze patterns of energy from miles away and can be boosted to detect energy signatures at the bottom of the ocean or in orbit for a brief period.

Matt pilots a classic American style muscle car that converts into a low-altitude assault jet with a speed close to MACH 2. Matt's vehicle is armed with high-velocity anti-aircraft guns and air-to-surface missiles. If he chooses, Matt can redirect the energy from his mask to release a massive energy blast from the car's headlights, but this burns out the power grid and can leave him fully vulnerable to attack.





# STALKER

**Real name:** Lonzo R. Wilkinson

**Occupation:** Sergeant E-5, U.S. Army

**Legal status:** Citizen of the United States

**Place of birth:** Detroit, Michigan

**Marital status:** Single

**Known relatives:** Two brothers (deceased)

**Group affiliation:** G.I. Joe; formerly the Adventure Team

**Current base of operations:** *Lemuria*

**First appearance (historical):** *G.I. Joe* (1984) #1

**First appearance (this continuity):** *G.I. Joe* (2008) #0

**History:** Growing up in Detroit as the youngest of three boys, Lonzo was a straight-A student, following in the footsteps of his oldest brother. Unfortunately, his middle brother became involved with a local gang, and the eldest Wilkinson son attempted to intervene. The incident left both brothers dead, and Lonzo R. Wilkinson decided the Army might provide the path to a better life.

Quickly graduating from the Monterey Army Languages School, Wilkinson became the youngest Army Ranger in history, excelling in combat, tactics, and linguistics. His mastery of language—combined with his proficiency in the field—attracted the attention of Joe Colton, who was rebuilding his Adventure Team after the loss of several members.

Considerably younger than his colleagues, Wilkinson impressed the other team members, and his tracking skills earned him the code name Stalker. Stalker was wary of Atomic Man and Bullet Man—the flashier, less-militaristic members of the Adventure Team. But their existence proved prescient, as the team entered an era wherein they battled increasingly unusual threats—including incursions by the then-unknown Cybertronians. The death of Atomic Man led to the disillusion of the Adventure Team and the transition of its remit to Special Counter-Terrorist Unit Delta, a.k.a. G.I. Joe.

Stalker worked with Colton and incoming G.I. Joe commander General Clayton Abernathy (code name: Hawk). Stalker joined the initial version of the new G.I. Joe team, along with a young Shana O'Hara (code name: Scarlett). Together, they recruited Rock 'n' Roll, Heavy Duty, Duke, and Snake Eyes, who formed the backbone of the initial G.I. Joe team.

Stalker served as a core member—now no longer the young kid, but one of the team's most respected and senior agents. His language skills and general ability to handle himself led to frequent secret operations. When Colton took the Joe team public, Stalker continued working on covert missions, running parallel with Scarlett's Special Missions team. As G.I. Joe's budget crisis overtook the team, Stalker continued to operate behind the scenes, using his knack for foreign languages to coordinate undercover operatives worldwide. For a while, Stalker believed his field days were behind him.

Then came the so-called Revolution. As M.A.S.K., Rom, and the Micronauts appeared on the scene, battling various alien incursions, Stalker took up a new field command, soon working with the M.A.S.K. team to recover alien spores found on the body of a Cybertronian. Stalker continues to operate as a top-level G.I. Joe agent.

**Height:** 5'11"

**Weight:** 205 lbs

**Eyes:** Brown

**Hair:** Black

**Strength level:** Stalker possesses above-average strength and agility for a human male of his age and build.



**Unusual powers:** Stalker operates within normal human parameters, but is highly skilled in many forms of combat, and has an uncanny knack for languages (he speaks over a dozen languages fluently). His ability to infiltrate and blend with unusual environments is unparalleled.

**Weapons:** Stalker is trained in all NATO weapons, as well as many classified G.I. Joe weapons and gear.



# STARSCREAM

**Real name:** Starscream

**Occupation:** Supreme Ruler of Cybertron

**Legal status:** Citizen of Cybertron

**Place of birth:** Unknown location on Cybertron

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** The Council of Worlds, formerly the Decepticons

**Current base of operations:** Iacon, Cybertron

**First appearance (historical):** *The Transformers* #1 (1984)

**First appearance (this continuity):** *The Transformers: Infiltration* #0

## History:

*"After leading a rebellion against the tyrant, Megatron, Starscream discovered he was the divinely chosen ruler of Cybertron, literally 'The Chosen One.' Accepting this tremendous responsibility, he set about dissolving the official factions of Autobot and Decepticon on Cybertron and brought the planet to a lasting peace not seen in eons. His benevolent rule has brought immigrants from several different worlds, and those not affiliated with the war, back to Cybertron, creating a cultural melting pot that is the envy of the galaxy. With the Council of Worlds established under his thoughtful care, some say the fate of our world has never been in such capable hands."*—The Weight of Justice: the Official Starscream Biography

Yeah, that's not exactly how it happened.

But Starscream is the Supreme Ruler of Cybertron, even if the planet houses only a single real city surrounded by a vast wilderness on all sides. A scheming ex-Decepticon, Starscream was declared "The Chosen One" by a titan. Along with several underhanded acts (including murdering his closest friend at the time), Starscream used this declaration to catapult himself into ruling the entire planet. Starscream sees Cybertron's glory as a reflection of his personal success, which motivates him to make it the best planet it can be. But his grasp on that rule is tenuous at best.

The immigrants from the long-lost colonies of Cybertron are a constant source of aggravation to him. Windblade of Caminus is a particularly large wrench in his gears, seeking to check his dreams of building an empire at every turn with her insistence on the messy and ineffective idea of "democracy." Others, like Elita One, seek to actively undermine Starscream whenever possible to gain power for their own ends. His unreliable, and likely traitorous, second-in-command Rattrap is also not to be trusted. In fact, the only person Starscream truly trusts at this point is the phantom Autobot Bumblebee who only he can see and hear.

Even Starscream knows this isn't a positive sign for his mental health.

But Starscream is not without his own resources. He commands several powerful, if unruly, Combiners (massive fighters made up of multiple Cybertronians merged together). He also possesses the Enigma of Combination, which can make infinitely more. He has strong allies in the Council and near dictatorial power on his homeworld. He's even won praise by successfully helping Cybertron navigate several near-war crises, proving that being a good leader and a good person are not always the same thing.



**Height:** 28'

**Weight:** 22 tons

**Eyes:** Red

**Hair:** None (though he does have a crown)

**Strength level:** Starscream has fairly average strength for a Cybertronian of his size, but better-than-average speed and coordination. This makes him particularly adept at sneak attacks.

**Unusual powers:** His vanity causes Starscream to upgrade and modify his body often, which affects his abilities. But like all Cybertronians, Starscream can change modes, usually into a type of jet.

**Weapons:** While Starscream prefers to keep out of physical combat, he is adept with both swords and most types of blasters and can occasionally shoot long-range missiles. He prefers two-weapon fighting styles and higher fire-rate blasters to complement his superior speed.



# STILETTO

**Real name:** Sylvester Rax

**Occupation:** Former U.S. Army soldier, street magician, mercenary

**Legal status:** Citizen of the United States of America

**Place of birth:** San Francisco, California

**Marital status:** Single

**Known relatives:** Unnamed parents

**Group affiliation:** Founding member of M.A.S.K., current member of V.E.N.O.M.

**Current base of operations:** Mobile

**First appearance (historical):** *M.A.S.K.* episode "The Deathstone"

**First appearance (this continuity):** *M.A.S.K. Revolution* one-shot

**History:** Sylvester was born to a second-generation Korean-American family. Not much is known about Sylvester's true background because he rarely reveals anything about his past in order to maintain his con-man reputation. However, Sylvester has a detailed military record that sheds some light into his life.

As a teenager, Sylvester was a street magician who often used his tricks to bilk unsuspecting marks out of hundreds—sometimes thousands—of dollars. Eventually, Sly was caught attempting to run a confidence scam on a military police officer and was given the choice between jail time and enlisting in the U.S. Army.

Sly's ability to con his way into any situation made him a perfect candidate for military intelligence training and he joined a counter-terrorism strike force. However, Sly's unwillingness to respect the chain of command caused him to be dishonorably discharged from the service, but he attracted the attention of General Miles Manheim for a secret unit set up to deal with the Cybertronian invasion of Earth.

Sly is a court-jester and a trickster with a dangerous streak of ambition hiding underneath his veneer of casual disregard. Despite his unreliable nature, Sly is a very capable agent whose main goal is self-preservation.

**Height:** 5'8"

**Weight:** 140 lbs

**Eyes:** Green

**Hair:** Black

**Strength level:** Sylvester possesses above-average strength and stamina from his years training in the U.S. Army

**Unusual powers:** Like all members of Mobile Armored Strike Kommand, Sly was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

**Weapons:** Sly's mask taps into an inter-dimensional energy matrix that allows for size-manipulation of inorganic matter—particularly metallic objects. Not much is known about this energy or how it interfaces with the mask, but the primary limitation is how long the energy field can shift the size of the target object. Any metallic object energized by the mask can only maintain its new form for fifteen-seconds before reverting to its original size.

Sly's weapons of choice are tiny razor sharp titanium darts that he can manipulate into giant harpoons or microscopic scalpels to inflict heavy damage on an enemy.

Sly pilots an advanced Motorcycle with sidecar that converts to a mini-submarine. The motorcycle has a variety of countermeasures like oil

slicks, spike strips and smoke screens to confuse enemies. The mini-submarine comes with an array of torpedoes and underwater magnetic mines.

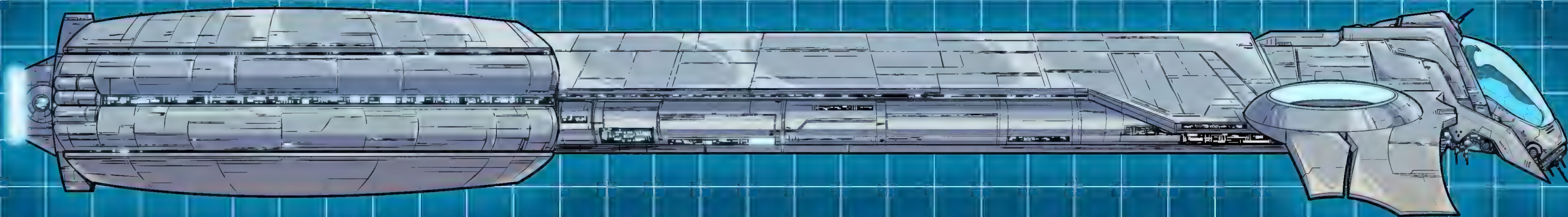








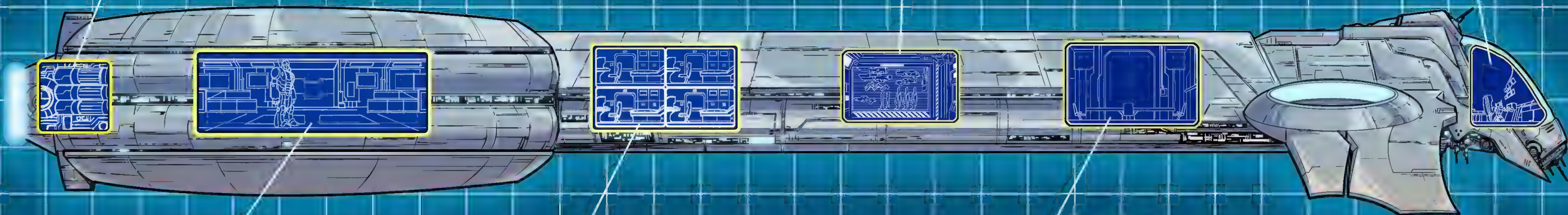
THE HELIOPOLIS  
WARPCORE STARSHIP  
HOME OF THE MICRONAUTS



ENGINES

ARMORY

BRIDGE



STORAGE

CREW QUARTERS

BRIEFING  
ROOM







# STORM SHADOW

**Real name:** Unknown

**Occupation:** Ninja

**Legal status:** Wanted by several Earth governments

**Place of birth:** Unknown

**Marital status:** Unknown

**Known relatives:** None

**Group affiliation:** Red Shadows

**Current base of operations:** Unknown

**First appearance (historical):** *G.I. Joe* (1982) #21

**First appearance (this version):** *Action Man* (2016) #2

**History:** The original Storm Shadow led the Arashikage ninja clan into the twenty-first century, working closely with the clandestine organization Cobra. His work put him at odds with his sword brother, Snake Eyes—the two had a complex relationship that ultimately led Snake Eyes to kill Storm Shadow, effectively disbanding the Arashikage clan.

Little history is known of the newest individual to take the Storm Shadow mantle. She is adept at disguise, infiltration, and combat. This new Storm Shadow claims to have formed her clan—the Red Shadows—from the ashes of the Arashikage, though it is unknown if the Red Shadow ninja are literally Arashikage survivors or spiritual successors.

Unlike the Arashikage and original Storm Shadow, the Red Shadows are cybernetically enhanced. Robotics—drawing from top-of-the-line human technology from Mars Industries as well as reverse-engineered Cybertronian tech, some of which is derived from Darkmatter Logic research—increase the ninja's speed and endurance to superhuman levels.

The Red Shadows' earliest known appearance in the crime/intelligence scene was under the employ of European crime lord Doctor X. Indeed, Storm Shadow operates as a close confidant of X, and protected the international criminal when Action Man attacked X. Storm Shadow has stabbed Action Man several times, in fact, creating a hero/nemesis relationship (or a pincushion/pin relationship, depending on one's perspective).

When Doctor X teamed with Baron Ironblood and his coalition controlling the mysterious alien artifact known as the Talisman, Storm Shadow was lured into the fold by the promise of utilizing the Talisman's technology to further enhance herself and her ninja. Ironblood and his associates did not hold back—the Red Shadows, including Storm Shadow, have been further altered by the Talisman, which has infused their cybernetics with Microverse/Cybertronian technology, and altered their genetics with Dire Wraith biology.

Storm Shadow's personal goals for herself and for her clan remain shrouded in, well, shadows—as does her past.

**Height:** 5'7"

**Weight:** 320 pounds

**Eyes:** Green

**Hair:** Black

**Strength level:** The extent of Storm Shadow's strength has not been tested, but it is far beyond the level of normal humans, tracking more with a human-scaled Cybertronian. The combination of enhanced biology and cybernetics produce complex results; it is likely Storm Shadow herself has yet to reach the upper limits of her strength.



**Unusual powers:** Storm Shadow's cybernetics render her impervious to most small arms fire, and greatly increase her speed and reaction times. Her eyes register wavelengths invisible to humans, and her hearing is able to track higher and lower frequencies than nearly any biological animal. Her reaction time and reflexes are pushed far beyond human limits, as well.

Further, the infusion of Dire Wraith genetic material allows limited shape-shifting ability. She can change her appearance to a degree, and can stretch and contort her body in complex tactical configurations.

**Weapons:** Storm Shadow is well-versed in ancient Japanese melee weapons, but is equally trained in modern small arms, as well as experimental weaponry developed by Mars Industries.



# THUNDERCRACKER

**Real name:** Thundercracker

**Occupation:** Cybertronian liaison for the U.S. Government

**Legal status:** Citizen of Cybertron with a criminal record

**Place of birth:** Unknown region of Cybertron

**Marital status:** Single

**Known relatives:** Buster (dog)

**Group affiliation:** Former Decepticon Seeker, former E.D.C. liaison

**Current base of operations:** Mobile

**First appearance (historical):** *The Transformers* (1984) #1

**First appearance (this continuity):** *Transformers: Infiltration* #0

**History:** One of Megatron's earliest recruits to the Decepticon cause, Thundercracker was among the first three "Seekers"—fliers who chose to adopt identical aircraft modes. Unlike Starscream, their leader, Skywarp and Thundercracker possessed "Outlier" (extraordinary) abilities. Thundercracker's are considerably limited (perhaps not even technically "Outlier")—he has an ability to create extremely loud sonic booms.

From early in the war, Thundercracker was uncomfortable with Megatron's scorched Cybertron strategy for gaining equality. Nevertheless, Thundercracker continued to believe in the Decepticon cause. He was assigned to a unit of Titan Hunters commanded by Bludgeon before rejoining his Seeker brothers as part of Starscream's infiltration unit, sent to Earth in search of Ore-13.

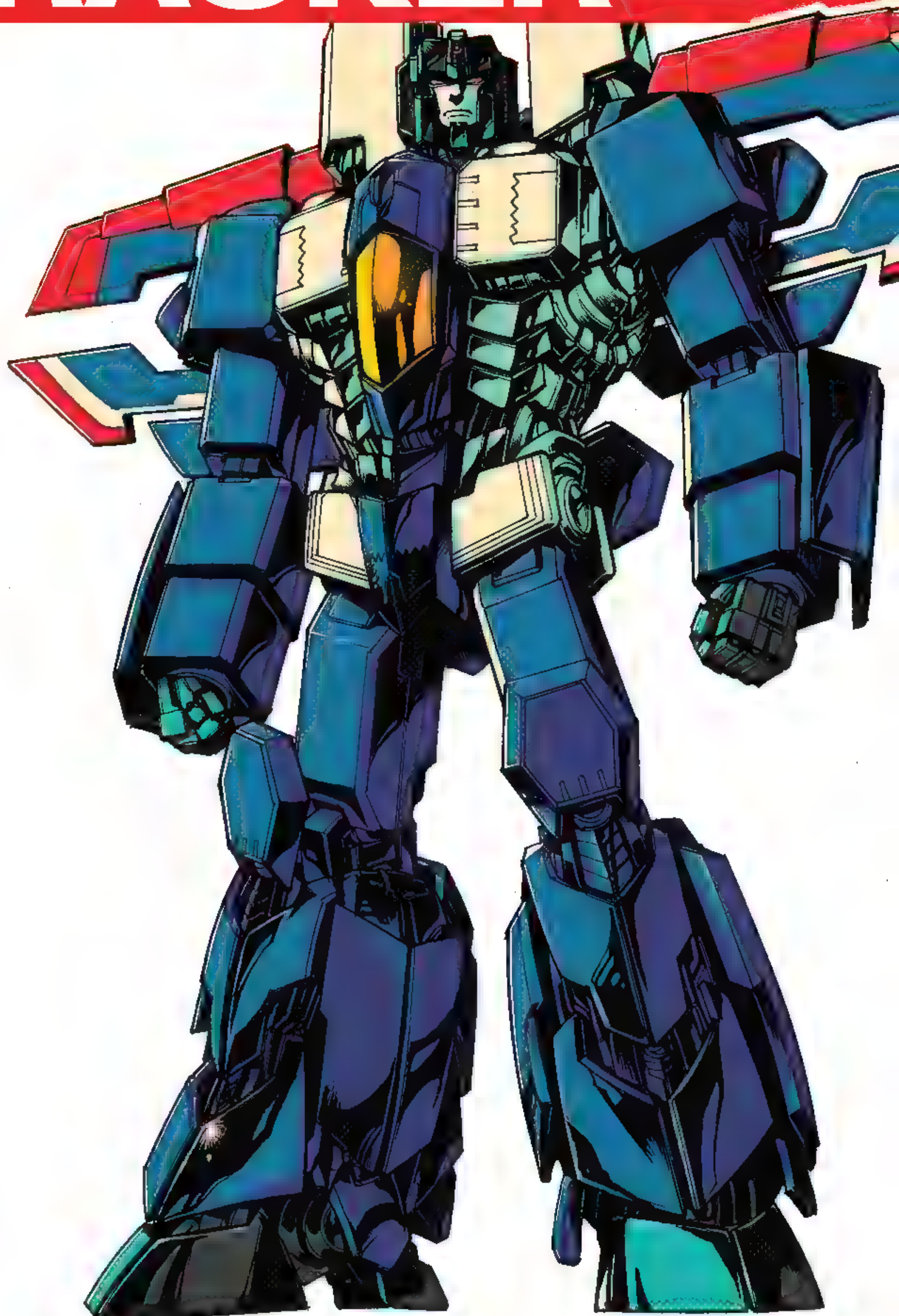
When Megatron began his full-scale invasion, Thundercracker's discomfort with his leader's tactics came to a head. Thundercracker learned a nuclear bomb was poised to annihilate New York, and broke ranks to disable the device. In retaliation, Skywarp blasted Thundercracker in the face—pointedly excommunicating Thundercracker from the Decepticons. The Autobots provided Thundercracker with medical assistance.

Living alone in a makeshift hideout, Thundercracker began to absorb Earth culture—particularly a sitcom called *Nurse Whitney*. Over time, Thundercracker's interests became a consuming passion. Eventually, Marissa Faireborn, agent of the recently-formed Earth Defense Command, tracked down Thundercracker and suggested they might form a mutually beneficial relationship. The E.D.C. provided Thundercracker with a cabin in California's Sierra Nevada mountains, as well as all the Energon (culled from Ore-13) and supplies he needed. In exchange, Thundercracker served as an intelligence asset, assisting the U.S. government in its dealings with Galvatron's new Decepticon force.

Also, Marissa got Thundercracker a puppy named Buster, which really sealed the deal. Thundercracker bonded with Buster like he had never done with another living creature (Cybertronian or organic). Thundercracker began work on a screenplay based upon his half-understood comprehension of humanity, and what might charitably be considered some strained metaphors for the Cybertronian condition.

Thundercracker and Buster's happy existence was shattered when Optimus Prime arrived seeking the missing sage Alpha Trion. A skirmish on Thundercracker's doorstep left his home destroyed. While holing up at E.D.C. headquarters, Thundercracker learned the E.D.C. had reverse-engineered mecha from the corpses of his fellow seekers, Thrust and Ramjet. By the time Cybertronian sleeper agent Garrison Blackrock, seemingly a human, brutally captured several of Optimus' Autobots and nearly let Galvatron invade Earth, Thundercracker had had enough. He and Buster joined Optimus' team, but found themselves frequently sidelined.

When the White House was attacked by shape-shifting Dire Wraiths,



Faireborn contacted Thundercracker for help. Thundercracker obliged, and during the ensuing battle felt a period in his life had closed. Unsure if he was destined to be a warrior or a poet, he, Buster, and Faireborn began a world-wide road trip, which culminated in Faireborn's decision to oversee construction of the new Junkion city on the grounds of the former E.D.C. headquarters. Thundercracker and Buster joined her, as Thundercracker continued his vague role as Cybertronian liaison, while beginning a new screenplay—a biography of the late G.I. Joe agent, Chuckles.

**Height:** 30'

**Weight:** 10 tons

**Eyes:** Red

**Hair:** None

**Strength level:** Thundercracker possesses above-average strength and endurance compared to other Cybertronians of his stature.

**Unusual powers:** Thundercracker is an Outlier with an ability to project an exceptionally loud sonic bomb when he breaks the sound barrier (within an atmosphere of sufficient density, like Cybertron or Earth).

Additionally, Thundercracker possesses the normal Cybertronian ability to change forms between "robot" and "alt-mode." His typical alt-mode is a trans-atmospheric jet. The specific design typically matches that of the other Seekers.

**Weapons:** Thundercracker typically relies on his built-in arm blasters, but is skilled in other Cybertronian weapons.



# VICTORION

**Real name:** Victorion

**Component individuals:** Pyra Magna, Stormclash, Skyburst, Dust Up, Jumpstream, and Rust Dust

**Occupation:** Combiner, would-be Matrix-holder

**Legal status:** Former citizen of Caminus

**Place of birth:** Caminus

**Marital status:** Single

**Known relatives:** Stormclash and Skyburst are twin sisters

**Group affiliation:** Former Torchbearers to the Mistress of Flame (nicknamed “Rust Renegades”); Autobots

**Current base of operations:** Autobot City, Earth

**First appearance:** *Transformers: Combiner Hunters* #1

**History:** Pyra Magna, Stormclash, Skyburst, Dust Up, Jumpstream, and Rust Dust are from the Cybertronian colony world of Caminus. The six individuals separately came into service of the Mistress of Flame—the leader of Caminus’ principle religious order, the Way of Flame. They became the Mistress’ elite guard—her Torchbearers. There are always six Torchbearers, representing the hexagonal lattice of Solus Prime’s Creation Lathe.

When contact was re-established between Caminus and Cybertron, the Camiens learned Optimus Prime of Cybertron held a fragment of the Matrix of Light (the Camien term for the Matrix of Leadership)—an extremely important artifact to the Way of Flame. The Mistress of Flame came to the conclusion—shared by most colonists—that Optimus was the legendary Thirteenth Prime, previously known only as “The Arisen.”

Pyra Magna and the other Torchbearers considered the matter to be more complex and relocated to the worst, most inhospitable part of Cybertron: the Sea of Rust. There, they encountered the Autobot named Arcee, who had stolen the Enigma of Combination—another ancient relic, this one with the ability to form individuals together into a larger gestalt organism. Arcee was pursued by the Camien CitySpeaker Windblade and her bodyguard Chromia. While protecting the Enigma from Arcee, the Torchbearers were caught in its power and formed together into Victorion.

After Arcee agreed to leave the Enigma in Windblade’s care, the Torchbearers remained in the Sea of Rust for a short time—able to combine and separate at will—until Optimus Prime sought them out. Upon meeting Optimus—and learning he had no spiritual affinity toward the Matrix—Pyra Magna and Victorion came to two conclusions: Optimus was not The Arisen, and she (Pyra/Victorion) should hold the Matrix.

Nevertheless, Victorion agreed to teach Optimus what it means to hold the Matrix, until such a time that she gains control of the object. Victorion stood with Optimus Prime when he fought and defeated Galvatron’s forces on Earth and declared Earth to be Cybertron’s Thirteenth colony.

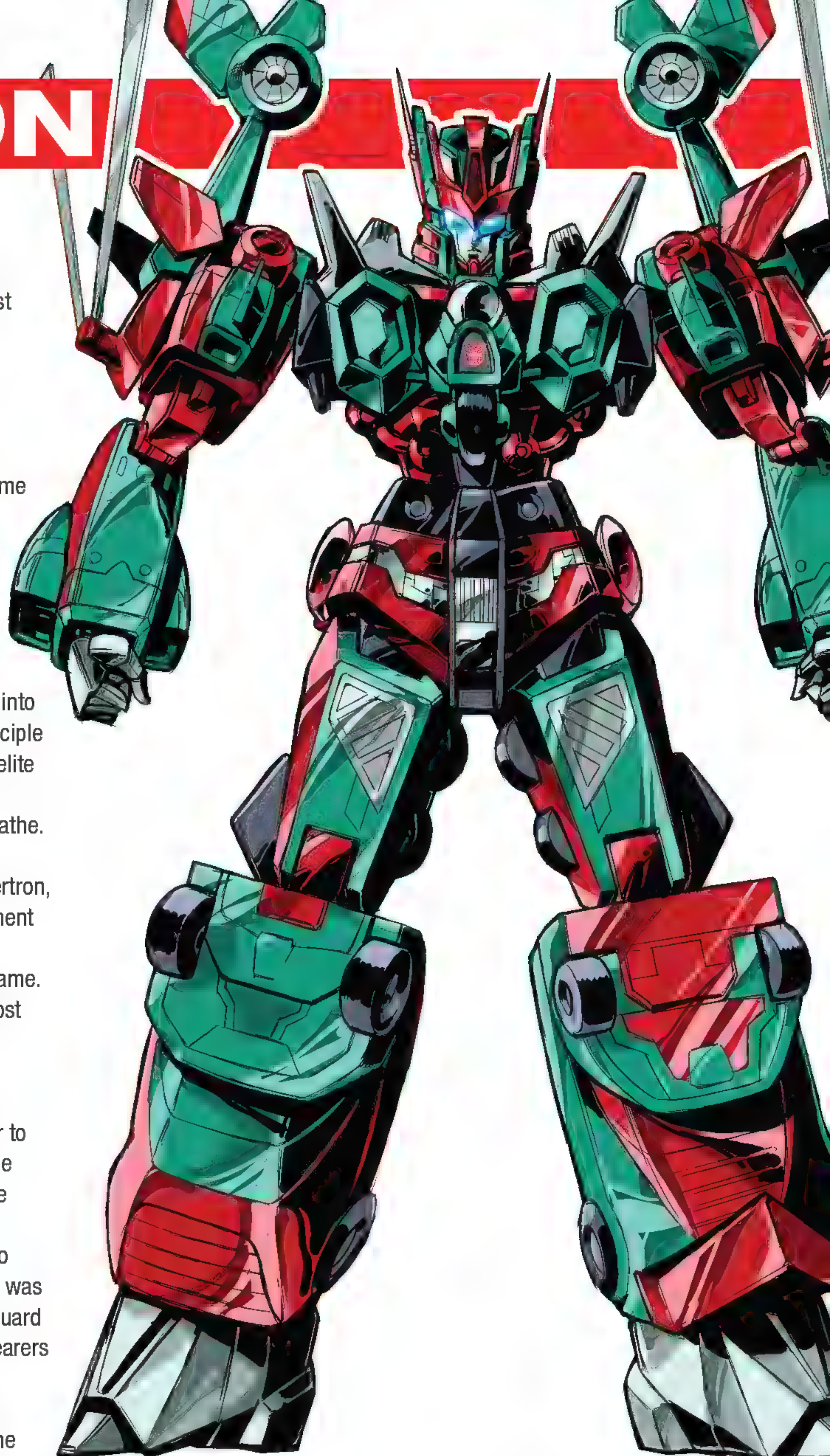
**Height:** Variable, approx. 150’

**Weight:** Variable, approx. 1,500 tons

**Eyes:** Blue

**Hair:** None

**Strength level:** Individually, Pyra Magna possesses extraordinary strength—far above normal Cybertronian levels—and remarkable fighting skill. The other component Torchbearers possess above-average strength and very high combat skill. Victorion is at the



absolute peak of non-Titan Cybertronian strength, matched only by other combiners (and perhaps Omega Supreme).

**Unusual powers:** Victorion is a combiner, made up of six individuals. As these six form together, Mass Displacement occurs, increasing their size to varying degrees. The effects of this type of Mass Displacement have not been fully explored, though it seems the larger a Combiner becomes, the more difficult it is for the emergent personality to control itself.

Further, Victorion has unique gravity-control powers, enabling her to increase or decrease local gravity around an area—which allows her to pin foes to the ground, or to levitate herself or others.

The unique discipline of the Torchbearers makes Victorion one of the most harmonious combiners—the Victorion personality is similar to Pyra Magna’s, though the other Torchbearers’ psyches are not subsumed—they follow the Torchbearer’s leadership hierarchy, even when combined.

**Weapons:** Because Caminus was energy-poor, ranged weaponry was extremely rare. Thus, the Torchbearers are highly skilled in melee weapons but have little experience with blasters.



# WINDBLADE

**Real name:** Windblade

**Occupation:** CitySpeaker and Ambassador

**Legal status:** Citizen of Caminus

**Place of birth:** Caminus

**Marital status:** Single

**Known relatives:** None

**Group affiliation:** Council of Worlds, CitySpeakers

**Current base of operations:** Iacon, Cybertron

**First appearance:** *Transformers: More Than Meets The Eye* #26

**History:** It's not Windblade's skill with a sword or her amazing flight that makes her stand out from the crowd, it's her ability to inspire, negotiate and lead. In a world nearly destroyed by war, Windblade knows the hardest thing to win is peace.

An ambassador from the lost colony of Caminus, Windblade set off to rediscover her people's planet of origin, Cybertron, in hopes of getting aid back to her home planet. She believed that Cybertron would be a grand utopia that could help her struggling and resource-deprived world. But Windblade discovered a Cybertron that had barely recovering from its bloody civil war and was under the rule of the cruel and manipulative Starscream.

She also found the badly damaged titan, Metroplex, who was in dire need of her help. Windblade is a CitySpeaker, a type of Camien trained to aid and repair titans (who her people see as sacred) and Windblade dedicated herself to not only helping Cybertron and Caminus forge an alliance, but to also help Metroplex heal from the terrible events of Dark Cybertron.

Aiding three worlds and a living city has been tremendously difficult, but if anyone can do it, it's the fiercely optimistic Windblade. She's supported by her best friend and bodyguard, Chromia. With Chromia's help, Windblade managed to thwart Starscream's attempts at imperial expansion, stop the near-apocalyptic Combiner Wars and form the Council of Worlds, a joint government made up of Cybertron and several of its lost colonies.

But when Starscream rules your planet, nothing is simple. Windblade has had to make hard choices and the manipulative Starscream has, more than once, forced her to compromise her own morality in order to hold onto Cybertron's fragile peace. But she's also gained powerful allies in the form of Ironhide, Blurr, Optimus Prime, Obsidian and Metroplex. In her deadly dance with Starscream, Windblade has proven time and time again that unity is greater than division, that forgiveness is stronger than vengeance and that evil only triumphs if good 'Bots do nothing.

**Height:** 26'

**Weight:** 8 tons

**Eyes:** Blue

**Hair:** None

**Strength level:** Windblade possesses average strength and endurance compared to other Cybertronians of her stature, but above-average fighting ability and superior diplomatic skill.

**Unusual powers:** Windblade is a CitySpeaker—a Cybertronian trained to read, and connect with, the minds of the massive city-sized Transformers called Titans. While strong on her own, when Windblade can connect with a titan, she is a nearly unstoppable force.

**Weapons:** A highly regarded swordswoman, Windblade (like most Camiens) prefers melee weapons to long-ranged weapons or blasters.





# SPIKE WITWICKY

**Real name:** Steven Witwicky

**Occupation:** G.I. Joe agent

**Legal status:** Citizen of the United States

**Place of birth:** Charlotte, North Carolina

**Marital status:** Single

**Known relatives:** General Daniel “Sparkplug” Witwicky  
(father, deceased), mother, sister

**Group affiliation:** G.I. Joe; former Skywatch, former U.S. Navy

**Current base of operations:** *Lemuria*

**First appearance (historical):** *The Transformers* episode  
“More Than Meets the Eye, Part 1”

**First appearance (this continuity):** *Transformers: All Hail Megatron* #2

**History:** Stevie Witwicky grew up in the shadow of his father—man’s man and Army hero “Sparkplug” Witwicky. In an attempt to live up to his old man’s reputation, Stevie enlisted at age 18 and became a Naval aviator. His reckless attitude and arrogant demeanor was off-putting to some, but he excelled at what he did, and he took the call-sign Spike—owing to his prickly behavior.

When Megatron invaded Earth, General Witwicky called on Spike to lead a mission against the Decepticon leader. The covert operation was uncovered and his team was killed, but Spike made it to Manhattan, teaming with several civilians to commandeer a Cybertronian weapon. Spike used the weapon on Megatron, giving Autobot leader Optimus Prime the opportunity to defeat the Decepticon.

Subsequently, Spike was assigned to the alien intervention task force Skywatch, which was put under Sparkplug Witwicky’s command following the disgrace of former leader Joshua Red. Spike became a field leader, commanding the a team operating the new Crash suits. But Spike (and the Crash suits) had a secret.

Spike had secretly engaged in trade with the Decepticon known as Swindle, offering Earth resources in exchange for access to Cybertronian weaponry—a violation of laws on both Earth and Cybertron. Additionally, Spike also single-handedly executed the Constructicon, Scrapper, using a surprisingly low-tech method.

Despite this, Spike worked with the Autobots, teaming with them for an illegal military action in North Korea where they fought the Combaticons and Predacons. But Spike began behaving erratically—as if he was in an action movie, not real life. Eventually this attracted the attention of the Autobot strategist Prowl, who—along with Jazz—made Spike’s actions public and attempted to destroy all Cybertronian technology in the hands of humans. The latter was not entirely successful, but the former put Spike on the run and caused the downfall of Skywatch (which reorganized into the Earth Defense Command).

Spike teamed with one-time Autobot ally Jimmy Pink. Convinced the Cybertronian threat was dire, the duo waged a war against Garrison Blackrock, CEO of Onyx, who had collected and reverse-engineered Cybertronian technology and was now (legally) supplying the E.D.C. Still a wanted fugitive, Spike and Pink were confronted by Prowl and the Autobots and arrested by the E.D.C.

Blackrock proved to be (unwittingly) a Cybertronian sleeper agent, which vindicated Spike’s agenda in the eyes of the U.S. President. She reinstated Spike into the E.D.C. and exonerated him of previous crimes. Spike and an E.D.C. team eventually attacked Optimus Prime’s stronghold in Monument Valley, but were turned away when Optimus Prime raised a Titan from the ground.



Following that defeat, the E.D.C. was absorbed into the G.I. Joe program. Various governments of Earth have forged a shaky alliance with Optimus Prime, and Spike—operating in a Joe team commanded by his former E.D.C. ally Talon—focuses on Cybertronian relations.

**Height:** 6’1”

**Weight:** 210 lbs

**Eyes:** Brown

**Hair:** Brown

**Strength level:** Spike’s strength and agility are at or near the top of the scale for a human male of his age and build.

**Unusual powers:** Spike operates within normal human parameters, but is highly skilled in many forms of combat and is the only human known to have killed a Cybertronian without the aid of purpose-built tactical weaponry.

**Weapons:** Spike is trained in all NATO weapons, as well as many classified Skywatch/E.D.C./G.I. Joe weapons and gear. He is an excellent pilot, and has an uncanny ability to improvise weapons from seemingly innocuous materials.



# ZANDAR

**Real name:** Zack (last name unknown)  
**Occupation:** Covert operations specialist  
**Legal status:** Citizen of the United Kingdom  
**Place of birth:** London, England  
**Marital status:** Single  
**Known relatives:** Zarana (Sister)  
**Group affiliation:** Dreadnoks  
**Current base of operations:** Hohhot, Inner Mongolia  
**First appearance (historical):** *G.I. Joe* (1982) #51  
**First appearance (this continuity):** *G.I. Joe* (2013) #8

**History:** Born into abject poverty in London, Zack relied upon his older, fraternal twin sister Zoe from an early age. As toddlers, the two were placed in a series of foster homes—which never ended well due to their anti-social behavior and refusal to speak to anyone but each other in their special twin speak. As a result, they were placed into an abusive orphanage.

As teenagers, faced with the threat of separation, Zoe led the two in an escape, whereupon they promptly became homeless grifters and vagrants. During this period, the undersized Zack was regularly brutalized and abused, leading him to become ever more dependent upon his older sister.

Unable to fight back against his tormenters without increasing the frequency and severity of his beatings, Zack found himself honing a unique skill for stealth. He became incredibly proficient at lurking in the darkness, remaining impossibly still until it was time to strike an unsuspecting mark or enemy, after which he would disappear, as if he had never been there at all.

Despite Zandar's stealth and Zarana's self-taught mastery of deception, however, the pair's hustling and theft soon drew the eye of the London police. They performed one last con to snag a pair of plane tickets and then escaped to Australia. It wasn't long before the pair fell in with the vicious biker gang, the Dreadnoks, at which point Zack took the name Zandar and began pairing his abilities at covert operations with the gang's wealth of stolen technology.

Dangerous, but directionless, the Dreadnoks were all ears when Crystal Ball—a former member of Cobra high command—came calling. Zandar makes no effort to hide the fact that his true allegiance is to his sister, but he and the rest of the Dreadnoks were nonetheless willing to go along with Crystal Ball's plan to take over the Inner Mongolia region of China, as part of an effort to establish their own outlaw nation.

**Height:** 5'8"  
**Weight:** 150 lbs  
**Eyes:** Blue  
**Hair:** Orange (dyed), auburn (natural)

**Strength level:** Zandar possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

**Unusual powers:** Zandar possesses an uncanny ability to hide and remain undetected in even limited cover, such as heavy shadows. He pairs this self-taught ability with the use of holographic technology that can make him even more difficult to spot.

**Weapons:** Zandar is proficient in most small arms and explosives, but generally prefers to attack his foes with his custom speargun or one of the Dreadnoks' motorcycles, all of which are outfitted with a veritable armory of deadly weapons.





# ZARANA

**Real name:** Zoe (last name unknown)

**Occupation:** Psychological tactician

**Legal status:** Citizen of the United Kingdom

**Place of birth:** London, England

**Marital status:** Single

**Known relatives:** Zandar (Brother)

**Group affiliation:** Dreadnoks

**Current base of operations:** Hohhot, Inner Mongolia

**First appearance (historical):** *G.I. Joe* (1982) #50

**First appearance (this continuity):** *G.I. Joe* (2013) #8

**History:** Born into abject poverty in London, Zoe and her younger, fraternal twin brother, Zack, were given up for adoption as toddlers. From the outset, however, the two exhibited extremely anti-social attitudes, refusing to even speak to anyone but each other in their highly specialized and idiosyncratic twin speech. Thus, instead of being adopted, the two found themselves stashed away in an abusive orphanage.

Fearing that they would be separated from one another, Zoe and Zack escaped from the orphanage as teenagers, choosing to carve out a life for themselves on the streets. While doing so, Zoe became the de facto leader of the two, especially since the undersized Zack was frequently picked on and abused.

While begging, hustling and stealing on the streets of London, Zoe discovered that she had a natural talent for deception. Capable of making herself seem like an entirely different person even with the most scant resources, her mastery of disguise was an important part of the confidence games the two would run on unsuspecting marks.

Eventually, however, their illegal activity began to catch up with them. Using tickets purchased by one of Zoe's admirers, the two escaped to Australia to evade arrest. There, they quickly fell in with a riotous criminal organization, the biker gang known as the Dreadnoks. Zoe took on a new moniker and as Zarana, began to make use of the Dreadnoks' considerable stolen technology, which made her an even more effective mimic.

Dangerous, but directionless, the Dreadnoks were all ears when Crystal Ball—a former member of Cobra high command—came calling. Though Zarana remains skeptical of his ultimate, enigmatic goals, she and the rest of the Dreadnoks were willing to go along with his plan to take over the Inner Mongolia region of China, as part of an effort to establish their own outlaw nation.

**Height:** 5'8"

**Weight:** 135 lbs

**Eyes:** Blue

**Hair:** Pink (dyed), auburn (natural)

**Strength level:** Zarana possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

**Unusual powers:** Zarana possesses an uncanny ability to disguise herself through traditional means, be it clothing, make-up or simply the way she speaks and walks. She also pairs this natural ability with the use of holographic technology that can make her appear like another person entirely, even upon close inspection.

**Weapons:** Zarana is proficient in most small arms and explosives, but generally prefers to attack her foes with bladed weapons or one of the Dreadnoks' custom motorcycles, all of which are outfitted with a veritable armory of deadly weapons.





# FIRST STRIKE #1

FIRST STRIKE #1 & #2 AVAILABLE AUGUST 2017 AT YOUR LOCAL COMIC SHOP!

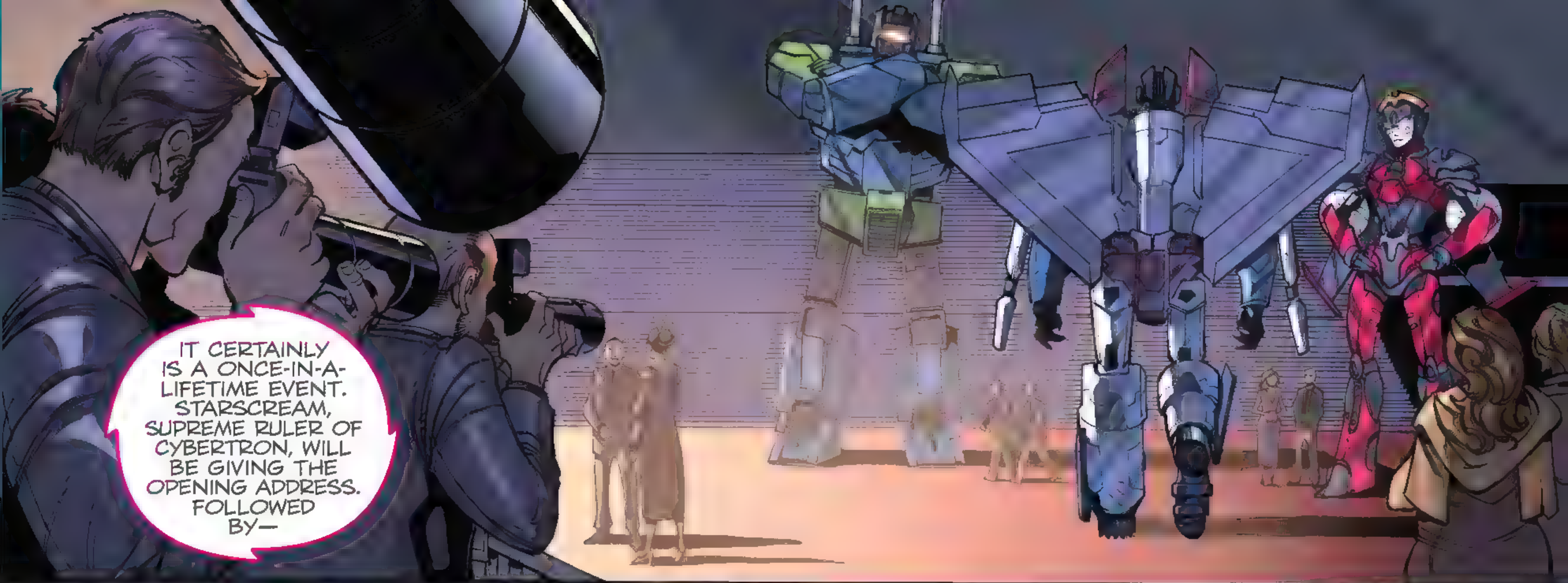
WRITTEN BY MAIRGHEAD SCOTT AND DAVID A. RODRIGUEZ • ART BY MAX DUNBAR

COLORS BY ADER ZARATE • LETTERING BY TOM B. LONG

ASSISTANT EDITS BY DAVID MARIOTTE WITH JOHN BARBER • EDITED BY DAVID HEDGECOCK







IT CERTAINLY IS A ONCE-IN-A-LIFETIME EVENT. STARScream, SUPREME RULER OF CYBERTRON, WILL BE GIVING THE OPENING ADDRESS. FOLLOWED BY—



OH! HERE COMES OPTIMUS!

HE'S FLANKED BY **ARCEE**, NOTED WARRIOR, AND **PYRA MAGNA**, A PROMINENT CAMIEN CYBERTRONIAN AND TRUSTED ADVISOR.



SPEAKING OF ADVISING, I'M TOLD MY CO-HOST, **CIRCUIT**, OF THE IACON COMMUNICATION SERVICE, HAS JUST CAUGHT UP TO MARISSA.



THANKS, ARUNA.

MARISSA, FOLLOWING HUMAN CUSTOM, CAN I FIRST ASK, "WHO ARE YOU WEARING?"

THANK YOU, CIRCUIT. I'M ACTUALLY WEARING A BARBER ORIGINAL.

AND HOW EXACTLY DID YOU KILL THEM BEFORE YOU PUT THEM ON?



UH, I THINK THERE'S BEEN A MISUNDERSTANDING—

BOO! SHOW US THE CROWD AGAIN!



LEMURIA. CURRENT JOE HEADQUARTERS, MONITOR WOMB.  
1000 HOURS.

G. I. JOE  
PRIMARY  
OPS TEAM.

SCARLETT  
TEAM LEADER.

DOC  
MEDIC.

QUICK KICK  
HAND-TO-HAND EXPERT.

LADY JAYE  
COVERT OPERATIONS.

ROADBLOCK  
FIELD COMMANDER.

HOW AM I  
SUPPOSED TO  
MAKE FUN OF  
THE GUYS ON  
INTERGALACTIC  
CROWD CONTROL  
IF WE CAN'T SEE  
THE CROWDS?

FORGET  
CROWD CONTROL.  
WHO DRESSED THESE  
PEOPLE? IT'S A RED  
CARPET DISASTER  
UP THERE.

WHAT?!  
SHE LOOKS  
GREAT!

NOT  
MARISSA!  
I MEANT FLINT.  
LOOK AT THOSE  
CUFFS. IT'S LIKE  
HE'S GOING TO  
SPACE-PROM...  
IN THE '70s!

NOW CHECK  
OUT STARScream.  
HE MAY BE AN  
AUTOCRATIC MANIAC,  
BUT THAT NEW  
DESIGN IS SLEEK  
WITH A CAPITAL 'S.'

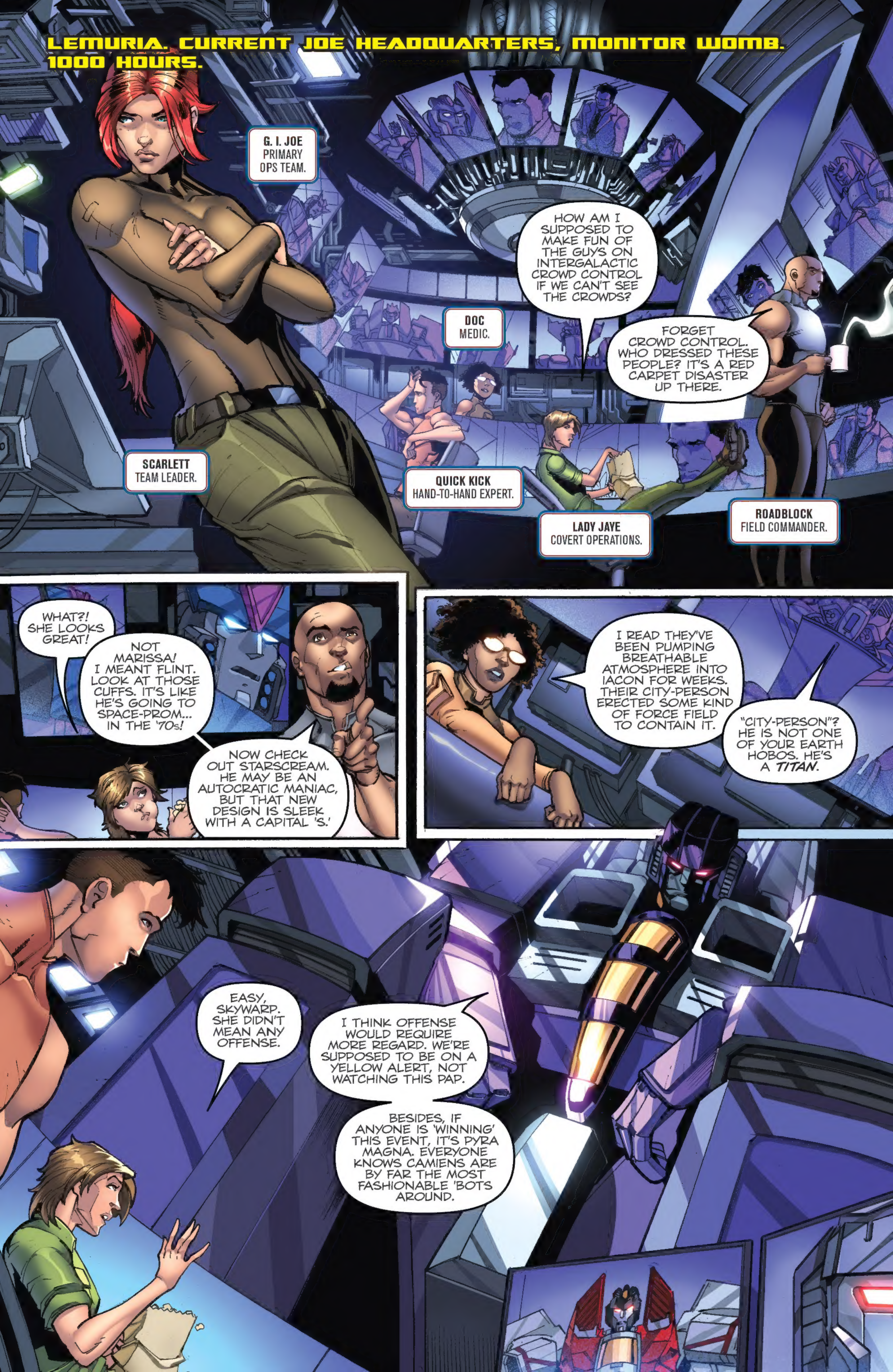
I READ THEY'VE  
BEEN PUMPING  
BREATHABLE  
ATMOSPHERE INTO  
IACON FOR WEEKS.  
THEIR CITY-PERSON  
ERECTED SOME KIND  
OF FORCE FIELD TO  
CONTAIN IT.

"CITY-PERSON"?  
HE IS NOT ONE  
OF YOUR EARTH  
HOBOS. HE'S  
A TITAN.

EASY,  
SKYWARD.  
SHE DIDN'T  
MEAN ANY  
OFFENSE.

I THINK OFFENSE  
WOULD REQUIRE  
MORE REGARD. WE'RE  
SUPPOSED TO BE ON A  
YELLOW ALERT, NOT  
WATCHING THIS PAP.

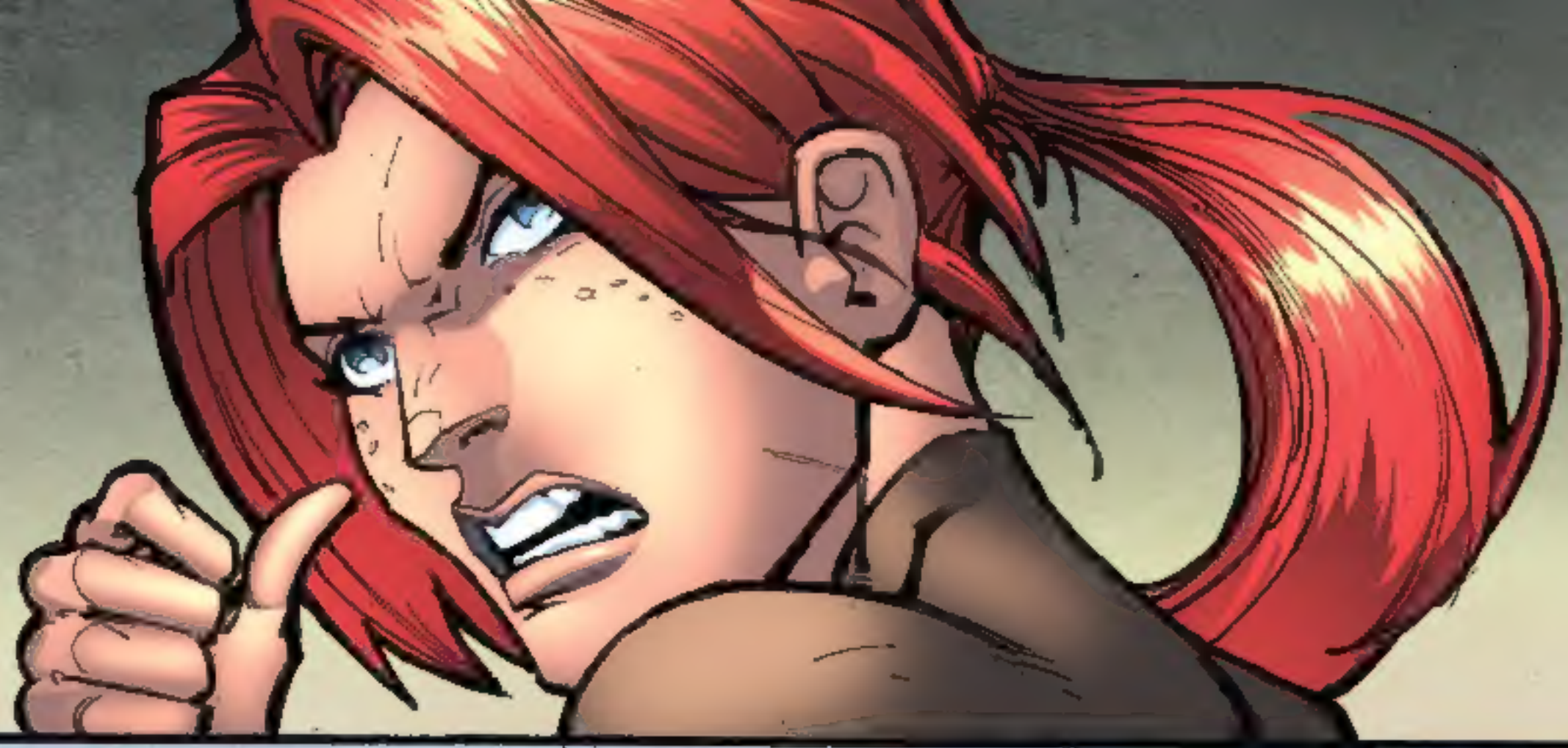
BESIDES, IF  
ANYONE IS 'WINNING'  
THIS EVENT, IT'S PYRA  
MAGNA. EVERYONE  
KNOWS CAMIENS ARE  
BY FAR THE MOST  
FASHIONABLE 'BOTS  
AROUND.





ALL RIGHT, *CAN* IT! JUST BECAUSE WE'RE NOT ON SITE DOESN'T MEAN WE GET TO SLACK OFF. GET YOUR EYES ON YOUR TARGETS.

THE NEXT PERSON WHO COMMENTS ABOUT SOMEONE'S OUTFIT GETS A MONTH OF K.P. WITH SHIPWRECK.



THAT'S A PRETTY BIG STICK TO BE SWINGING OVER SOME NERVOUS CHATTER.

I GAVE EVERYONE AN ASSIGNMENT, AND I NEED IT FOLLOWED. WITH FLINT'S TEAM AND OPTIMUS' PEOPLE ON CYBERTRON, EARTH IS *VULNERABLE*. SOMETHING GOES SIDeways, WE NEED TO BE THERE ASAP.

NO ONE HERE THINKS OTHERWISE. SO, AT THE RISK OF SHIPWRECK'S COOKING, WHY DON'T YOU JUST TELL ME YOUR *ACTUAL* PROBLEM?



JOINING THE COUNCIL IS PROBABLY A GOOD THING FOR EARTH. I SUSPECT OPTIMUS ONLY HAS THE BEST INTENTIONS.

BUT YOU KNOW WHAT THEY SAY ABOUT 'GOOD INTENTIONS.' CYBERTRON'S DRAGGED US INTO TWO DIFFERENT WARS—*TWO-AND-A-HALF*, DEPENDING ON HOW YOU COUNT IT.



AND WE *BARELY* HELD OUR OWN IN ANY OF THEM. IT JUST SEEMS LIKE HUMANITY'S OUT OF ITS WEIGHT CLASS... IN EVERY SENSE OF THE WORD.

FOR NOW. BUT YOU GOTTA REMEMBER, WE *STARTED* OUT OF OUR WEIGHT CLASS—GUYS WITH STICKS FIGHTING MASTODONS.

A BUNCH OF MILITARY GUYS WITH WEIRDO SKILL SETS AGAINST THE WORLD'S DEADLIEST TERRORISTS.

THAT'S RIGHT. SO, IF WE'RE SWAPPIN' PLATITUDES, HERE'S MINE: *CHANGE IS THE ONLY CONSTANT*.



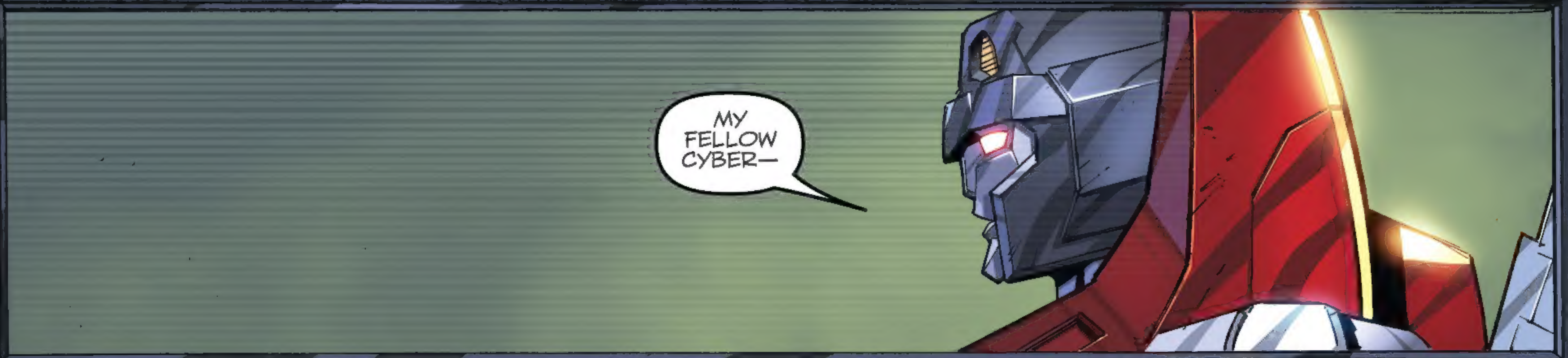
HEY, LOOK AT THAT! I DIDN'T KNOW YOUR FACE STILL DID THAT.

YOU KNOW, YOU COULD HAVE OFFERED ME SOME.

WE'LL SEE HOW THE DAY GOES. BUT IF YOU CAN SPARE A MINUTE FROM SCANNING NORWAY, CYBERTRON'S F-15-IN-CHIEF'S ABOUT TO SPEAK.

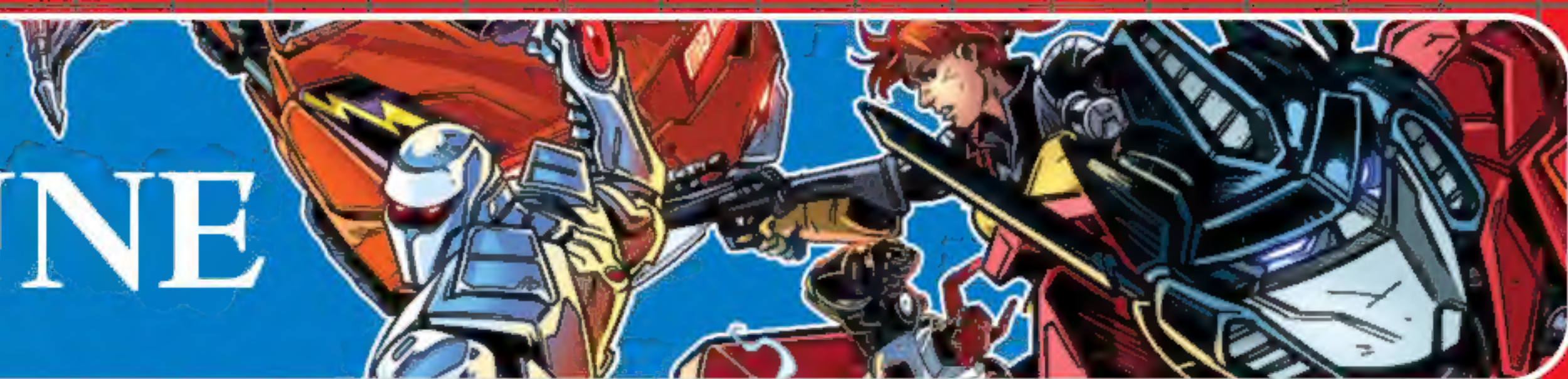






**TO BE CONTINUED IN FIRST STRIKE #1!**  
**AVAILABLE AUGUST 2017**





## WELCOME TO THE HASBRO UNIVERSE!

### HASBRO UNIVERSE TITLES

#### JULY 2017

- G.I. Joe #8
- Hasbro Heroes Sourcebook #3
- M.A.S.K.: Mobile Armored Strike Kommand #9
- Micronauts: Wrath of Karza #4
- Optimus Prime #9
- Revolutionaries #8
- ROM #13
- Rom vs Transformers: Shining Armor #1
- Transformers: Lost Light #8
- Transformers: Till All Are One #12

#### AUGUST 2017

- First Strike #1
- First Strike #2
- G.I. Joe #9
- M.A.S.K.: Mobile Armored Strike Kommand #10
- Micronauts: Wrath of Karza #5
- Optimus Prime #10
- ROM #14
- Rom vs Transformers: Shining Armor #2
- Transformers: Lost Light #9

Welcome back, IDW Faithful! This month launches a new crossover series, between ROM and the Transformers, so we're talking to writers **John Barber** and **Christos Gage**, along with artist **Alex Milne**, about *Rom vs Transformers: Shining Armor!*



**John, Christos—does this series mark the first time that Rom and the Transformers meet? We saw them together in IDW's Revolution event, but this story is set 200 years in the past!**

CNG: Yes, this is the first time Rom has met a Transformer. As we begin the mini-series, the Solstar Order and the Cybertronians are aware of each other's existence, but until this story they have stayed in their own territories. But the end of the Wraith War—which led to the Dire Wraiths fleeing throughout the universe—has changed things!

JB: It's also the first time the Dire Wraiths meet the Decepticons. We've never seen what happens when a Wraith takes over a Cybertronian body before... and the results aren't pretty.

**Stardrive is a unique character for a crossover like this—a Transformer that's also part of the Solstar Order. How does this conflict affect her personality?**

CNG: The interesting thing about Stardrive is that she has never met another Transformer before this miniseries. She has only been given the Solstar Order's take on them: that Cybertronians are destructive machine monsters that rampage through worlds destroying organic life. She's told that she's "better" because she was raised differently, but it's unmistakable that she's been brought up to feel there's something wrong with her. Now, for the first time, she's actually meeting

beings of her own species—and they're from opposite factions, so she's more torn and confused than ever!

JB: Stardrive's been an outsider her whole life, and when she meets other Cybertronians, she doesn't expect to feel even more alone. She's not part of their war; she doesn't want to be destructive like they've actually become.

**Working with Alex Milne on this—did you approach it any differently than previous projects? Were the scripts very specific or did you give him a lot of leeway on the art?**

CNG: We worked plot-first and I think it was the right approach. John told me Alex loves to add detail, and boy, does he! We'd give him a four-panel page and he'd turn it into a nine-panel page chock-full of aliens (all different species) and sci-fi tech. I love it! I grew up on George Perez so Alex's stuff is right up my alley!

JB: Alex had an amazing run on *More Than Meets the Eye* for so many years, where he started out as a fantastic artist and only got better. I'd seen a lot of his sketches and his conceptual work as that series went on, so I definitely wanted to make sure he had the opportunity to design this series—new worlds, new characters, new aliens, new space ships. It's not even just a visual thing—Alex thinks this stuff through from top to bottom, and that definitely shows through in the comic.

**Alex, your art on this story is just on another level—crazy amounts of detail and panel-heavy layouts! Can you tell us a bit about how you approached the art for this project?**

AM: The script for the book is written in a plot style—it leaves me with a lot of options on how to approach it. Unlike past scripts I've worked on that have had full dialogue and descriptions for the panels, here it's all up to me, so I'm not worrying about trying to fit a lot of different actions into one panel. It's a very interesting creative freedom I feel working on this book. It pushes me to try different things and to see what I can come up with not just in the art but in the storytelling as well. It's a nice change for me!

Write in to IDW about all your favorite Hasbro titles!  
Send your e-mails to [letters@idwpublishing.com](mailto:letters@idwpublishing.com)!